

100% PLAYSTATION 0% FAIR

ISSUE 133

PowerStation

THE UK'S NO.1 **PLAYSTATION** TIPS
BIGGEST ISSUE FOR GUIDES
 More Pages Dedicated To Walkthroughs Than Ever!

GET 100% COMPLETE!
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CARBON

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- » Unlock the hottest rides

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DESTROY ALL
HUMANS! 2

- » The complete, planet-ruling walkthrough!

FULLY MAPPED GUIDE!
SCARFACE
THE WORLD IS YOURS

- » The complete walkthrough and takeover guide

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CELL
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- » Complete every extra objective
- » Beat every secret mission
- » Unlock every ending

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 CODE EVER - ALL IN
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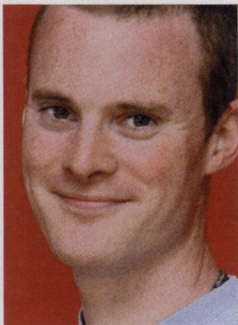


DEEPSILVER



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TO CHEAT OR NOT TO CHEAT...



An interesting point was made on the *PowerStation* forum this month. One poster stated, in response to Eidos informing us that there are no cheats for its recently-released action epic, *Just Cause*, that people are cheating less and less these days because it ruins a game's life. Which lead me to ponder what drives gamers to cheat in the first place.

Make no mistake, we here at *PowerStation* love cheats – yet we don't use them to complete the games we guide. That's why cheats for things like 'invincibility' and 'infinite ammo' are redundant to us (how can you accurately tip a game if you have lost all perspective on how and where damage is inflicted on your character or how precious scraps of ammo can be?). We prefer outlandish stuff like 'big heads' and 'wacky costumes', stuff that puts a different, more light-hearted slant on a game you have already played to perfection. Obviously, being a tips mag we encourage cheating at every opportunity and would never frown on a gamer's desire to beat a game by foul means over fair, but having played top whack for the latest releases, you've got to give yourself a crack at beating them legitimately, haven't you? So, do people cheat to get the job done quicker, or do they cheat to fight the fear of losing? Whatever the individual's answer, it seems more and more developers are stripping out the little time-saving codes to fast-track through the games completely (*Hitman: Blood Money* and *Just Cause* to name but two recent examples), or including the cheats as unlockable incentives for doing well (*Tomb Raider: Legend*). I personally prefer the latter approach – just don't tell whoever's writing CNN. Enjoy the issue!

RYAN BUTT
EDITOR



EDITOR'S CHOICE

Quick, turn to page...

14 Flick, as fast as your fingers will ferry your attention, to our gigantic guide to *Splinter Cell: Double Agent*. This stealthy solution tells you everything you need to complete every objective and complete the bonus missions.

CHEAT NOW!

To get full health in *Scarface: The World Is Yours*, go to the 'Cheats' screen (after pausing the game) then enter 'MEDIK' as a code. You won't be able to save while it's active.

HENRIETTA ROWLATT



Senior Staff
Writer

Despite gargling luminous green phloem and sounding like Barry White at the finishing line of a 24-hour fag-chugging marathon due to her seasonal viruses this month, Henrie still managed to submit the complete guide to *Splinter Cell: Double Agent* this issue. Which just goes to show, her health may be poor but her stealth certainly isn't.

JAVID SANGRA



Staff Writer

New boy, Javid, is a guide-writing machine, churning out solutions to *Reservoir Dogs*, *Scarface: The World Is Yours* and *Need For Speed Carbon* this issue. We did wonder how he did it, but then we realised that he shoves his iPod headphones so far into his ears that the usual distractions of Henrie's chit-chat and Andy's psychotic ramblings fail to penetrate his wall of sound.

AMY SQUIBB



Sub Editor

"You _____ what?" (insert your own expletive that would make even a tourettes-suffering builder balk here). This was Amy's response when the Editor informed her, sensibly last minute, that he was jetting off on holiday and would, actually, quite like the issue finished a few days early. Amy's response was to face the challenge head-on, plough through pages like a trooper and ensure Ryan doesn't have any more kids.

ANDY SALTER



Senior Designer

Whereas an apple a day is, apparently, supposed to keep the doctor away (though only if you ram it into the exhaust pipe of his car), a guide a day will do anything but. Yep, we nearly drove our resident art troll into an early grave this issue by giving him all the guides to lay out in the last week. He managed it, mind, but since then he has lost a part of his soul that will never return.

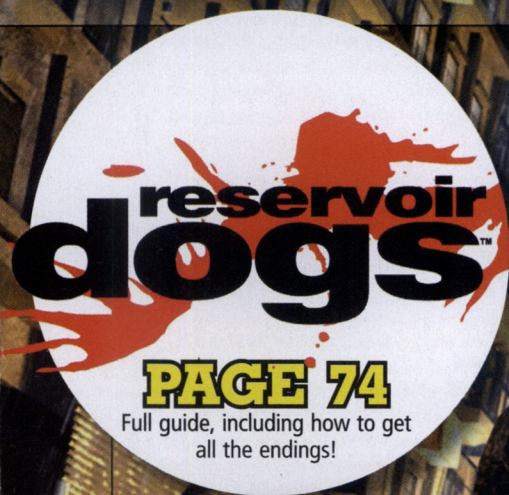
JORDAN TRAVERS



Designer

Young Jordan had to hit the ground running this issue, learning all the ins and outs of the magazine, producing maps to order at a minute's notice and putting up with all the usual excrement that flies around the office – like Andy's moods, Henrie's eating habits and the Editor's inability to get his point across. Still, he'd better get used to it, he's gonna be a dad in December!

MAIN MENU



TOM CLANCY'S

SPLINTER
CELLDOUBLE AGENT
PART TWO

THE

BIG

GUIDE!

014

Get through every level undetected,
break all the bonus levels and kill the
final boss with one grenade!ONLY
AVAILABLE
IN100% PLAYSTATION 0% FAIR
PowerStation

REVIEWS DIGEST » The latest game reviews cor



Just Cause



Pro Evolution Soccer 6



Reservoir Dogs



FIFA 07



Tiger Woods PGA Tour 07

JAWS UNLEASHED

MINI-GUIDE ON PAGE 72!

MASSIVE 23-PAGE

PlayStation 2 cheats blowout! Every PS2 cheat, ever, lovingly compiled, tested and presented in a huge directory. Got a game? Need a cheat? You'll find it here!

THE BIG 4 GUIDES



SCARFACE

34 Restore some respect with our huge takeover guide and mission walkthrough



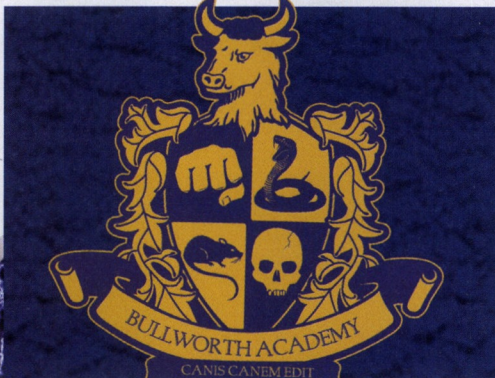
NEED FOR SPEED CARBON

46 Shave seconds off your times and unlock the hottest rides with our full guide



DESTROY ALL HUMANS! 2

54 They're back to invade the Earth and melt our minds! Every Martian mission mastered!



CANIS CANEM EDIT

66 We enrol you for the first term of tomfoolery at the craziest campus around

"ROOM FOR A LITTLE UN?"



30 We go back to the mighty *God Of War* to unearth some new, sometimes saucy, secrets for you to savour!



CONTACT US NOW

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BH2 6EZ

ESSENTIALS MUST HAVE GOODIES FROM THE WORLD OF PLAYSTATION

CHEAT NEWS NETWORK

06 If you're looking for all the new cheats and tricks for the latest games, then visit the CNN room. Faster!

YOUR STATION

10 The section featuring your tips, your secrets, Action Replay codes and game saves to die for!

REVIEWS DIGEST

12 All the latest PS2 and PSP reviews from the leading magazines compiled into one handy digest.

SHORT CIRCUIT

28 All your gaming problems sorted by resident hunk of junk, Johnny Five and those straight-talking *GTA* wiseguys!

EVO ZONE

80 Your regular fix of tactics, tricks, edits and FAQs for the best football series in the galaxy, *Pro Evolution Soccer*.

CHEAT MACHINE

100 Quite simply, every cheat for every PlayStation 2 game ever made – all in one place!

SUBSCRIPTIONS

123 Ensure you never miss an essential guide for a top game again with our fantastic subs offer!

FREE MAGAZINE

PLAYPSP

83 Every month, we bring you all the latest must-know news, previews, reviews and game-busting guides for the hippest handheld device on the planet. Play PSP now!



**FREE!
14-PAGE
SONY PSP
MAG!**

This month we make way for the complete guide to *Killzone: Liberation*!

led into one handy digest for your consumption pg 012



Scarface



Destroy All Humans! 2



Kingdom Hearts II



MGS3: Subsistence



The Godfather



ALL THE HOTTEST NEW CHEATS ON THE PLANET

CNN

CHEATS NEWS NETWORK

The Cheats News Network (CNN) is the driving force behind *PowerStation*, the throbbing core that generates all the cheats you need to power your way through the latest games



STAR WARS II

THE ORIGINAL TRILOGY

INFO

Publisher: LucasArts
 Network Play: N/A
 Number of Levels: 18
 Number of Bosses: 6
 Card Space: 81KB

PowerStation COMMENT:

The most enjoyable *Star Wars* spin-off since *'Star Wars Kid'* ended up on the net. Laugh out loud at the inspired spoofing and enjoy platform fun at its purest. A truly brilliant sequel.



01 Enter any of these codes at the Mos Eisley Cantina...



02 All of the characters you unlock will show up in 'Freeplay' mode



03 Enjoy a host of new characters, including the Imperial Guard

SECRET CHARACTERS

Back by popular demand – all the extra characters! Enter any of the following codes at the Mos Eisley Cantina to unlock the corresponding character for purchase in 'Free Play' mode.

Character	Password
Beach Trooper	UCK868
Ben Kenobi's Ghost	BEN917
Bespin Guard	VHY832
Bib Fortuna	WTY721
Boba Fett	HLP221
Death Star Trooper	BNC332
Ewok	TTT289
Gamorrean Guard	YZF999
Gonk Droid	NFX582
Grand Moff Tarkin	SMG219
Han Solo (with hood)	YWM840
IG-88	NXL973
Imperial Guard	MMM111
Imperial Officer	BBV889

Character	Password
Imperial Shuttle Pilot	VAP664
Imperial Spy	CVT125
Lobot	UUB319
Palace Guard	SGE549
Rebel Pilot	CYG336
Rebel Trooper (from Hoth)	EKU849
Skiff Guard	GBU888
Snow Trooper	NYU989
Stormtrooper	PTR345
The Emperor	HHY382
TIE Fighter	HDY739
TIE Fighter Pilot	NNZ319
TIE Interceptor	QYA828
Ugnaught	UGN694



WE ♥ CHEATS

No.	Game	Cheat	Code	Why?
3.	Call Of Duty 2: Big Red One	Level select	At the 'Chapter Select' screen, hold L1 + R1 and press ↑ , ↑ , ↓ , ↓ , ← , ← , → , → , □ , → , □ , → , □ .	Because we were sent a code for invincibility that turned out to be completely bogus, so we just had fun declaring open season on the Nazis in the later levels.
2.	Cars	Unlock all mini-games	At the main menu, select 'Options' and then choose 'Cheats' and enter '1F900HP' as a code.	Because it was half-term and Ryan's kids needed amusing again. There is only so much <i>Lazy Town</i> and <i>Backyardigans</i> a man can take!
1.	Hitman 2: Silent Assassin	Nailgun mode	Press R2 , L2 , ↑ , ↓ , × , L1 , L1 at any time during play.	Well, it was deadline so we decided to work off our pent-up aggression by pinning unsuspecting foes to the walls and then seeing how far we could stretch their limbs.



BRATZ: FOREVER DIAMONDZ

LEARN TO SPELL, YOU BRATS!

Enter the following codes as passwords at the Bratz's office computer.

Cheat	Code
Bonus costume	SKATIN
1,000 Blingz (plus other bonuses)	SIZZLN
2,000 Blingz	FLAUNT
25 Pet treats	TREATZ
Gift Set 'C' (clothes)	JEWELZ

MORTAL KOMBAT ARMAGEDDON

KOMBAT KODES

Enter the following codes at the '?' box inside the Krypt.

Cheat	Code
Unlock Blaze	△ , □ , ← , L1 , ← , □
Unlock Meat	↑ , □ , □ , □ , □ , ↑
Unlock Taven	L2 , ← , R1 , ↑ , □ , ↓
Unlock Nitara's extra outfit	↓ , L1 , ↑ , L1 , L1 , →
Unlock Red Dawn arena	□ , L1 , ↑ , □ , □ , ↓
Unlock Shinnok's Spire arena	← , ← , □ , ↑ , △ , L2
Unlock MK Armageddon promo movie	↑ , ↑ , ↓ , ↑ , L1 , ×
Unlock Armoury music	× , □ , ← , △ , □ , ×
Unlock Pyramid concept art	△ , ← , ← , × , ↓ , □
Unlock Ed Boon concept art	L1 , ← , ↑ , □ , R2 , L1

ULTIMATE MK3 KOMBAT KODES

These codes are for the Armageddon emulation of *Ultimate Mortal Kombat 3*. To activate them you must press the Low Punch, Block and Low Kick buttons (from left to right, that order) the number of times listed below on both controller one and controller two at the pre-match 'Vs' screen.

Cheat	Code
Dark Kombat	(player one) 6-8-8 (player two) 4-2-2
Infinite run/combo time	(player one) 4-6-6 (player two) 4-6-6
Psycho Kombat	(player one) 9-8-5 (player two) 1-2-5
Explosive Kombat	(player one) 2-7-7 (player two) 2-7-7
Random Kombat	(player one) 4-6-0 (player two) 4-6-0
Play <i>Galaga</i> before match	(player one) 6-4-2 (player two) 4-6-8
No blocking	(player one) 0-2-0 (player two) 0-2-0
No throws	(player one) 1-0-0 (player two) 1-0-0
Winner fights Motaro	(player one) 9-6-9 (player two) 1-4-1
Winner fights Noob Saibot	(player one) 7-6-9 (player two) 3-4-2
Winner fights Shao Kahn	(player one) 0-3-3 (player two) 5-6-4
Winner fights Smoke	(player one) 2-0-5 (player two) 2-0-5

INFO

Publisher:	Sierra Ent.
Network Play:	N/A
Number of Levels:	5
Number of Bosses:	N/A
Card Space:	79KB

PowerStation COMMENT:
You face an awful lot of bloodthirsty coke dealers in *Scarface* and poor Tony often bites the dust; using these cheats should see him get the upper hand with those cock-a-roaches though.

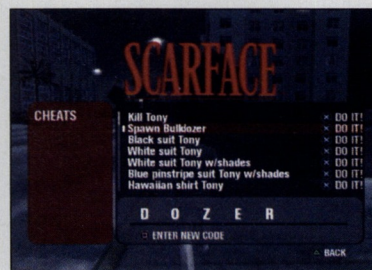


SCARFACE: THE WORLD IS YOURS

EXCLUSIVE CODES

Pause the game at any time and then enter any of the following codes at the 'Cheats' screen that can be found in the pause menu.

Cheat	Code	Cheat	Code
Fill health	MEDIK	Grey suit	GREY
1,000 balls	FPATCH	Sandy shirt	TANSHRT
Fill ammo	AMMO	Tiger shirt	TIGSHRT
Increase gang heat	GOBALLS	Blue suit (with shades)	BLUESH
Decrease gang heat	NOBALLS	White suit (with shades)	WHITESH
Increase cop heat	DONUT	Grey suit (with shades)	GREYSH
Decrease cop heat	FLYSTRT	Sandy shirt (with shades)	TANSH
Change time of day	MARTHA	Tiger shirt (with shades)	TIGERSH
Make it rain	RAINY	'BReal' music track	TUNEME
Lightning storms	SHAZAAM	Bulldozer	DOZER
Vehicle repair	TBURGLR	Antique racer	OLDFAST
Black suit	BLACK	Dump truck	DUMPER
Blue suit	BLUE	Stampede	BUMMER
White suit	WHITE	Bacinari	666999



01 Pause the game at any time and then enter the codes at the 'Cheats' screen



02 The effects will take place as soon as you activate them and unpause...

GIVE US YOUR CHEATS!

If you uncover or hear of any new cheats that aren't featured in the current issue, get in contact. You could even win a free game for your troubles!

CONTACT US NOW!

Telephone: 01202 586200
 email: engineerroom@imagine-publishing.co.uk
 Post: CNN @ PowerStation
 c/o Imagine Publishing Ltd, Richmond House,
 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

TREASURE HUNTER

GAMING'S BEST KEPT SECRETS UNCOVERED!

KINGDOM HEARTS

CUP UNLOCKABLES

Here's how you can unlock the extra cups...

Cup	How to unlock it
Cerberus Cup	Clear 'Agrabah', 'Halloween' and 'Pride Land'
Goddess of Fate Cup	Clear all previous cups and win the first fight against Xemnas
Pain and Panic Cup	Clear the Disney Castle for the first time
Titan Cup	Clear 'Olympus Coliseum' for the second time
Cerberus Cup (Paradox)	Form levels must be at Lv5 (except 'Final Form')
Hades Cup (Paradox)	Clear all previous cups, clear 'Space Paranoids' for the second time and have all forms and summons at Lv7
Pain and Panic Cup (Paradox)	Clear all previous cups
Titan Cup	Have all summons at Lv5 and unlock Pain and Panic Cup (Paradox)

Note: The 'Paradox' cups can only be played by talking to Hades in 'Hade's Chamber'.

SPECIAL MODELS

You can unlock special models of Gummi ships by carrying out certain Gummi missions and obtaining 'S' ranks.

Model	How to unlock
Cactuar	Get an 'S' rank in 'Broken Highway' (mission 2)
Cait Sith	Get an 'S' rank in 'Sunlight Storm' (mission 2)
Chocobo	Get an 'S' rank in 'Ancient Highway' (mission 2)
Fenrir	Get an 'S' rank in 'Assault of the Dreadnought' (mission 2)
Highwind	Get an 'S' rank in 'Asteroid Sweep' (mission 2)
Kingdom	Get an 'S' rank in 'Asteroid Sweep' (mission 2)
Mandragora	Get an 'S' rank in 'Floating Island' (mission 2)
Moogles	Get an 'S' rank in 'Splash Island' (mission 2)
Mushroom	Get an 'S' rank in 'Assault of the Dreadnought' (mission 1)
PuPu	Get an 'S' rank in 'Stardust Sweep' (mission 2)
Secret Model	Get an 'S' rank in 'Assault of the Dreadnought' (mission 3)
Tonberry	Get an 'S' rank in 'Phantom Storm' (mission 2)

NEXT MONTH

In the next issue of PowerStation we'll be divulging more tricks and secrets for this epic RPG. So be sure you don't miss out!

SUMMONS

Here are the locations where you can obtain each summon...

Summon	Where to unlock
Chicken Little	In the '100 Acre Wood' (after the second cut-scene)
Genie	Defeat Volcano Lord and Blizzard Lord
Peter Pan	In the 'Ship Graveyard' (in the second visit to 'Port Royal')
Stitch	In 'Hollow Bastion' (in the hallway to the computer room, after you get 'Master' form)

TORN PAGE LOCATIONS

The 'Torn Pages' are required to play and complete all of '100 Acre Wood', here's where you can obtain them all...

Page	Where to find it
Torn Page 1	In the 'Disney Castle' library
Torn Page 2	At the oasis in 'Pride Lands'
Torn Page 3	In the hollow bastion at 'Crystal Fissure'
Torn Page 4	In the throne room at the 'Land of the Dragons'
Torn Page 5	In the tower at 'Agrabah'

THE PLAYSTATION 2 CHART WITH A DIFFERENCE

TIP TEN

This month's swiftest-shifting PlayStation 2 titles, plus a top tip for each one, just to get you started



Position	Last month	Weeks in chart	Game	Tip
1	1	3	Lego Star Wars II: The Original Trilogy	Have a saved game file from the original <i>Lego Star Wars</i> game on your memory card (with any characters unlocked) and then go to the shop. Buy the 'Use Old Save' item for 250,000 studs and then pause the game. Go to the 'Extras' menu and turn on the 'Use Old Save' option. Now replay any level in 'Freeplay' mode and all of the characters from the original game will be available.
2	-	1	Tiger Woods PGA Tour 07	If you're having trouble getting to grips with the new putting style, don't forget that you can revert back to the older, pre- <i>Tiger Woods PGA Tour 07</i> style (complete with those caddie tips). Simply go to 'Game Setup' in 'Options' and change the 'Putting Style' to 'Alternate'.
3	-	1	Just Cause	We have had official confirmation from Eidos that there are no cheats for this game, so you're going to have to work for everything. Make a point of liberating all the Guerrilla settlements first and build up enough points to get promoted to Colonel rank. By doing this you will unlock the awesome Mako Hammerhead weapon that blows up anything in one!
4	-	1	LMA Manager 2007	If you want the most up-to-date transfers, stats and managers, keep monitoring the <i>LMA Manager 07</i> board on www.gamefaqs.com and keep an eye out for downloadable updates for your favoured cheat device.
5	2	11	Cars	To unlock all of the cars, simply enter 'YAYCARS' as a code. To unlock all races, enter 'MATTL66'. Also, if you ever get lost in the desert, follow Mater, or any other car, without bumping into them and they will lead you straight back to Radiator Springs.
6	2	14	Grand Theft Auto: Liberty City Stories	Head to the Liberty Tree Bank in Staunton Island and go to the alley out the back. Climb over the wall and go to the north-west corner of the alley. There is a Easter egg sign here that in <i>GTAIII</i> read, 'You aren't supposed to be here', in <i>GTA: Liberty City Stories</i> on the PSP read, 'Hello again' and now, in this PS2 version it reads, 'You just can't get enough of this alley, can you?'
7	-	2	Ace Combat Zero: The Belkan War	To unlock an ADF-01 Falken, have an <i>Ace Combat 5</i> save file on your memory card to unlock a Falken for purchase, then beat the game with all three 'Ace Styles' (any difficulty).
8	-	2	Yakuza	To unlock 'Easy' mode, keep dying in a particular fight and then retry five to ten times. Eventually a message will appear asking if you want to try 'Easy' mode. Also, if you complete all of the side-quests, a secret boss fight will appear in front of the movie theater.
9	4	11	Pirates Of The Caribbean: The Legend Of Jack Sparrow	To heal two characters with one health chest, open the chest with one person and instead of moving that same character, switch to the other character and walk off a bit so that the other character follows you. Have the person you are controlling move back to the chest and get the power-up, then switch characters again and they will both be healed.
10	9	14	Over The Hedge	After completing the 'Projector Heist' level, go to the tree stump in the woods and the two possums will be watching <i>Shrek Super Slam</i> – another Dreamworks game – on the film projector. Return later, when you're about halfway through the game, and it will be showing <i>Shark Tale</i> . Also, for a level select, press to pause the game, hold L1 + R1 and press △ , ○ , △ , ○ , △ , ○ .



Jack White's WORLD OF FRIGHT

The PS2 is a playground of paranormal activity. Each month *PowerStation's* resident ghost buster, and sister-lovin' White Stripes wailer, Jack White reveals his strangest, most sinister sightings for your scrutiny!

#15

SEE A GHOST (MAYBE) IN...

GTA: SAN ANDREAS

Sighting: A ghost.
See for yourself: 'Alright, if you cast your minds back to issue 127 of *PowerStation*, I informed you of bogus ghost that had allegedly been spotted in CJ's mom's house. Well there has been developments... While messing around on www.youtube.com, as you do, I came across a very interesting movie from a dude called Owax that showed CJ stood in front of the table in the lounge of that very house. Performing a swift rotation of the camera, a ghostly black figure of a girl can clearly be seen stood in front of the TV as the camera passes by and then disappears when the camera is rotated back again. I nearly peppered my pants with excitement at this video footage of what Jack White previously believed to be a hoax unhoaxed! But then I thought about it some more and began to question why, if Mr (Miss or Mrs) Owax stated, "I didn't see her after this recording", was he/she filming it in the first place? Take a peep at www.youtube.com/watch?v=J1AZkFIGM2A and draw your own conclusions.

Right then, that's enough of this supposed supernaturalness for another month. So until next time, remember all you infrequently-appearing, quite-possibly bogus ghostly dead relatives, make a sound and I'll make you feel right, right at home, yeah!"



Oh momma!

your station

WELCOME BACK TO THE MOST EXCITING SECTION OF POWERSTATION – YOUR SECTION, CONTAINING YOUR HINTS, YOUR EGGS, YOUR HIGH SCORES AND YOUR CHANCE TO WIN GAMES AND INFLUENCE PEOPLE. TO GET INVOLVED, EMAIL US AT CHEATMACHINE@IMAGINE-PUBLISHING.CO.UK OR JOIN THE FUN AT WWW.CHEATMACHINE.CO.UK/FORUM

YOUR TIPS

Amaze us and your peers with your own pearls of wisdom, tasty tactics and crafty codes!

SHINOBIDO: WAY OF THE NINJA

FAKE YOUR OWN DEATH

Pause the game at any time during play, then hold **RS** + **RT** and press **↓**, **↑**, **→**, **←**, **↓**, **↑**, **Ⓢ**. A sound will confirm that the code has worked. Now press **→** and watch your character comically keel over.

Paul Bryant, via email

WE SAY: Well, it beats having to actually play the game.

GTA: LIBERTY CITY STORIES

UNLOCK ALL CITIES

To instantly unlock all four cities in *GTA: Liberty City Stories* for the PS2, press **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**, **△**, **□**, **○**, **×**.
John G, Lancashire

WE SAY: Fantastic – at last a truly original GTA cheat.

SCARFACE: THE WORLD IS YOURS

When you switch to other people, have you ever noticed how they have weapons that Tony hasn't got? Well get that person and call for a vehicle, then switch the weapons that they have with the ones in the trunk and then switch back to Tony to get those weapons. Good eh?

Miles Jones, via email

WE SAY: Yes, very good. Thanks!

SPLINTER CELL: CHAOS THEORY

HIDDEN TEAM PICTURE

At the main menu, press **△**, **○**, **□**, **×**, **△**, **○**, **□**, **×** to reveal a special secret picture of the development team.

Phillip Nuttall, via email

WE SAY: We tried this, it didn't work. Which 'main menu' exactly?

TEKKEN 5

NEW MOKUJIN SOUNDS

When playing as Mokujin, hold **↓** on the D-pad before a match begins and you'll hear a wooden sound whenever he gets hit.

David Williams, via email

WE SAY: How queer.

READER'S EGGS

This is the part of the mag where we display all your excellent Easter eggs. Some cool peripherals await the sender of what we judge to be the 'Egg of the month', so the next time you play a game, look hard, look really hard and see if you can spot anything clever, witty or out of the ordinary.

THE PUNISHER

SPIDER-MAN REFERENCE

During the intermission sequence immediately after the 'Crackhouse' level, look very closely at the license plate of the car that tries to hit Frank. It reads 'ASM129' – which stands for 'Amazing Spider-Man #129' – the issue in which The Punisher made his very first appearance. Clever, eh?

Stu Jones, via email

WE SAY: Very, Stu, very.

GTA: SAN ANDREAS

FAMILIAR CASINO

Head to Las Venturas and drive north up the strip. Follow the road on the left-hand side until you reach the Clown's Pocket Car Park. Park up here and look straight ahead towards the casino on the corner. It is called 'Starfish Casino', a reference to Starfish Island in *GTA: Vice City*.

John Stubbs, Glasgow

WE SAY: Perhaps, but it's slightly boring nonetheless.



George Michael waited patiently for more 'friends' to arrive...

JUST CAUSE

LOST IN MUSIC

After a few plays on *Just Cause* I started the game up one day and as soon as the main menu comes up, after a few seconds the music starts to sound like some of the music from the TV show, *Lost*. The piece of music I am referring to happens at the start of *Lost* when something strange happens and the title appears. Both *Just Cause* and *Lost* are set on a small island. A reference maybe?

Front, via forum

WE SAY: We checked this out and, while they do sound slightly similar, we put it down to pure coincidence. After all, *Lost* is set on a large island, *Just Cause* is set in a bloody huge series of islands.

PRINCE OF PERSIA: TWO THRONES

SOUND CREDITS

During your second Dark Prince transformation, while in the courtyard immediately before a chariot race, look in the corner for a hole in the ceiling that respawns enemies. Climb the closest pole to the hole and you should hear a female voice reading out the various sound credits for the game.

Mark Slater, via email

WE SAY: Old and not particularly exciting.

SCARFACE: THE WORLD IS YOURS

DANCING TONY

When you go into the club (downtown), hold **LB** and Tony will start dancing. Hold **LB** + **RB** and then let go and he'll do a pirouette.

David Furell, via email

WE SAY: Groovy!

TONY HAWK'S UNDERGROUND 2

SEE STAR WARS KID

On the 'Boston' level, turn right from where you start and then go past the museum into an opening that looks like a typical apartment. Skate to the right of the door you can't go through and then come down and skate up the ramp.

Press **R2** to level out at the top of the ramp and you'll smash through a glass window and find the 'Star Wars kid'.
Noel Sparkly (again), via email
WE SAY: Sweet mercy, this one's older than Tony himself.

TRUE CRIME: NEW YORK CITY

SECRET DEBUG MENU

Pause the game and go to the Map/CompStat screen. Hold **LB** + **RB** and then let go of them and press **→** on the D-pad and hold **LB** + **RB** straight away (this must be done very quickly). If done right you should have the music player up and be able to see the CompStat through the music player. Let go of **LB** + **RB** and hit **←** on the D-pad and this should take you to a secret debug menu where you are able to change most of the in-game effects.

Simon Collier, via email

WE SAY: Top investigative cheating, Simon.

TIGER WOODS PGA TOUR 07

SEE NESSIE

I can't remember which hole I saw this on exactly but on one of the par three holes on the Highlands course, I saw the legendary Loch Ness Monster appear in a lake.

Craig Steele, via email

WE SAY: We'll pass this one over to Jack White.

TOTAL OVERDOSE

BULLETPROOF CAR GLITCH

Jump on any car driving along the street and let it reach a decent speed (you can shoot in the air to make it go faster). When at a fair speed, shoot a cop to make your adrenaline meter visible and then do a slow motion shoot dodge. After that you will notice that the driver will be out of the car and it will drive without a driver. If you now enter the car it will be magically bulletproof.

Callum Worst, via email

WE SAY: Wow! We're always interested to hear about strange glitches as well as hidden Easter eggs, so be sure to send them in if you find any.



When it comes to PS2 accessories, no one does it quite like JOYTECH and their Wireless Analog Controllers are the only way to go, reacting swiftly and proving to be massively reliable thanks to bespoke 2.4GHz technology. Check 'em out along with JOYTECH's other accessories at www.joytech.net. We've got not one, but two JOYTECH Wireless Analog Controllers to give away every month to the lucky reader that sends in, what we adjudge to be, the 'Egg Of The Month'.



instant replay

The best codes for the best games, direct from Dattel – the makers of Action Replay

The Action Replay Max is a wondrous contraption that, had it been around in the middle ages, would probably have been stoned to death for being a witch. With this device you can input game-busting codes, play imported DVDs, convert Mpeg movies and MP3s to your PS2 – best of all – download game saves off the net. PowerStation swears by the Action Replay Max, quite literally, as one writer said, "Aye, it's right bloody brilliant, it is!" Get yours and get hacking now!

FORBIDDEN SIREN 2

Master code (must be on)

5RGR-76P3-BHVDP
KY7P-DDP8-W63FQ

Infinite ammo

MX3T-AQN5-3WX4A
7KZN-01MF-WFQ7D

Rapid fire

3F4M-9J2J-AANXW
NMMV-PVZQ-NOWJ2

Infinite health

FW39-CFAY-J6XC8
D5T6-YTGG-WB79Q
J0H6-HGE9-KN371
QNX4-3RDV-2MBVG
Y5P5-CU5M-SHYQA

ACE COMBAT ZERO: THE BELKAN WAR

Master code (must be on)

35VF-TAXD-ZNNMW
74TD-0UZR-0VHMA

Infinite funds (press [L] + [R])

K6CP-CHMX-6KEDT
7UNY-WVX5-F1F8R
RA9C-01WH-EEGFW

Infinite missiles

E770-C44V-UV2B3
UK2R-82VB-50CQX

Infinite special weapons

TPNX-RR6G-6C39Q
9D8M-7RT3-9E6AD

FORMULA ONE 06

Master code (must be on)

TN7W-X71Z-1BPDE
URQR-UWV4-65RWD

Infinite fuel

9D9G-QGFK-7XYMD
ZAJX-V7JP-FAACT
WH9U-N44A-Y5EP4
ZHH7-VUHE-HQ1KR

PIRATES OF THE CARIBBEAN: THE LEGEND OF JACK SPARROW

Master code (must be on)

MZT0-K398-72P40
5C7V-HGPE-CYKF2

Infinite lives

Z97R-BU9J-1JY2M
UVMZ-7FTX-XUCH7

Infinite gold (Jack)

Y5GU-A588-VQZKC
HNUC-FCNG-XUQ23

Infinite gold (Will/Liz)

MGMC-94GV-KZK8Z
WQTM-MQHR-B6QXU

Infinite Grog Bombs (Jack)

HP09-6VUU-JHWX6
GX0W-PAA1-Q1QNM

Infinite Hatchets

BEYG-E3PY-PVPJK
GH9C-NJ7K-P4TCK

Complete map collection

H74D-7FC9-KJR49

QAH8-FJZU-6M32F

B4DK-A9YG-6EPFZ

DEVIL KINGS

Master code (must be on)

DU6U-65AK-BGMD7
VJ7H-BU69-0E4EC

Super combos

X0WQ-2NF4-44GTX
U0DE-DND5-F2H5G

Infinite HP

UEUE-BU6P-DPVWY
B2K2-MH17-V92CW

Max HP

0EYD-RNYA-AGR33
RYVQ-F3J4-G8Q2C

Infinite fury

VUK8-FE6K-9YPC5
W4FV-71J5-AW3X1

Max fury

7080-ZZ7H-GD7YM
2GNB-P6JV-Q9MTJ

10,000 kills

BW1D-QJ7Y-GP9D0
HQ78-PG1J-GT7HA

Unlock all Generals

9XTY-RHMM-N08NV
R16C-335B-VUQXE

Unlock all land

A7N8-M9JY-4P1CV
AKTK-846W-DYU06

24: THE GAME

Master code (must be on)

H7RG-ZMK6-GMJ46
EQRU-Y9RE-VRHTA

Infinite ammo

RBAU-44BZ-HEH9G
BHGB-8M0F-RX09J

Infinite body armour

ADAA-QF09-7D7V7
WK4X-QPRE-4VZ1M

1MFR-1JRN-0AVH2

Never decreasing health packs

CV1Q-UG4E-BUV1J
X0AN-X2U2-FV24J

GTA: LIBERTY CITY STORIES

Master code (must be on)

N4DJ-E7UG-W5280
9KKU-GUA0-GRNQ2

Infinite health

FC94-BYV2-H246E
KP5W-8CJV-JCWGV

9GZC-62JF-FY604

TAEF-ENTZ-XU98R
Y272-MPM6-5QVVF

Q3JM-BNU7-4P8DC

Infinite cash

ZVNZ-R895-G4ZH2
Q0EB-TKN9-CWHR6

2HEK-X1KX-8AXQ0

Infinite run

UFKF-F7GP-F6XB9
U2X6-68HM-D1XMW

Infinite ammo

PUP0-RKZN-U9Y0U

V19Q-BOUJ-YV0DH

FUP5-MK01-Q6N61

No 'wanted' level

HHYZ-QJ3J-3M4CC
5C22-V9AG-ZYKXE

Disable mission timer (press ↑)

0X5V-8C1C-FG8Q3
M1TE-3C22-Q7MAC
H8W6-P305-4171P

Enable mission timer (press ↓)

1T3X-Q69E-6VX7V
XKCC-EJN2-F578U
3ZMB-TQ4V-ZEG40

LET'S MAKE A SOCCER TEAM!

Master code (must be on)

V3Y6-K9MP-633G7
HB2H-7BDJ-HQW55

Max cash

B7NW-H7HK-E4WJU
JK1E-943T-9Z97K
VTKH-COYE-W2VJT

HITMAN: BLOOD MONEY

Master code (must be on)

CP32-W2WC-NJ8HD
YNTV-0H4N-UB154

Infinite health

2639-R3ZX-5G5FU
5QAH-YWRW-JHJRF

Infinite reserve ammo

MMD1-20MW-M481G
7Y24-J2U2-Z4Y3F

Infinite ammo/no reload

5HFW-TRC0-UXZMF
61X9-FTGT-AR8P0

Infinite saves

9XNF-P3DB-90CMM
E1K0-WJQA-XXVRM

MICRO MACHINES V4

Master code (must be on)

9M9Q-1MKE-97P2X
JV2R-HRU5-H85B9

Disable AI

Y7TF-J46E-XWED4
34H8-16MX-FR67A

Unlock all circuits/missions

WFH4-A0P4-3441N
RW6A-99YW-0YAUW

PTJH-JD3V-2YDXW

Unlock all cars

NCD7-3BYX-WCJW
B8V6-C5AZ-7R3Y3

PYKK-PBNH-BXRYN
W59U-8JCY-P1K3C

Retro camera

U2NK-NRFT-MB400
HZ7X-2QMJ-TT4VA

Display debug gates

YP8D-00AM-Q4G3G
3RMQ-E315-PJ901



SAVE OF THE MONTH

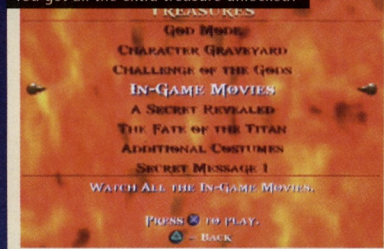


POSTER: DARKDIRTYDWARF

SIZE: 453KB

It's a fact that *God Of War* is one of the hardest games of all time, a game that despises you and wants to eat your future children. Many have tried to complete it and many have run to the hills sobbing. Well now we have a solution to your woes that does all the hard work of completing the game for you and allows you to enjoy all the perks – like the extra costumes, the secret messages and the numerous other featurettes that are bestowed upon conquerors of this granite game. In fact, it's so good we used it for this month's 'Extended Play'. **How to download it:** Using a PC, log on to www.gamefaqs.com/console/ps2 then select 'God Of War' by name. Make sure you're registered and then click on 'Board'. At the top of this forum page will be a selection of links under the game title. Choose 'Game Saves' and then scroll down to the save called 'PlayStation 2 Max Drive Save (Europe) dated '08/22/05''. Click on this to download it to your PC and insert your Max Drive flash card. Use the MaxDrive PS2 software to copy this to the card (ensure it isn't write protected by flipping the switch on the side) and then insert the Max Drive into your PS2 along with the AR disc. Load it up and go to 'Max Memory', then highlight the save and 'uncrush' it to your PS2 memory card. Finally, load up your copy of *God Of War* and enjoy.

You get all the extra treasure unlocked!



Enjoy the five extra costumes...



REVIEWS DI

This month you will be mostly buying...

THE MAGAZINES YOU READ

OFFICIAL PLAYSTATION 2 MAGAZINE

PLAY

PLAYSTATION WORLD (PSW)

JUST CAUSE (PS2)

◆ **Publisher:** Eidos
◆ **Price:** £29.99 ◆ **Players:** 1
Car-surfing and sky-diving exploits in a playing area that takes days to traverse. It's big alright, but not quite as beautiful as the Xbox 360 version – the platform this game was obviously designed for.

GUIDE IN
ISSUE
131



"A jaw-dropping adventure that disappoints slightly thanks to a short central plot padded out with repetitive objectives."

SCORE: 8/10

"Though the story is short-lived and the rest of the missions are repetitive, the main game is strong enough to rise above the shortcomings..."

SCORE: 82%

"There's no doubting *Just Cause's* great ambition but, as a result, it feels slightly broken in parts."

SCORE: 7/10

PRO EVOLUTION SOCCER 6 (PS2)

◆ **Publisher:** Konami
◆ **Price:** £34.99 ◆ **Players:** 1-8
The beautiful game is back and mercifully more free-flowing than the stop/start farce of last year, but has it swung too far in the 'dribble around everyone' direction?

EVO ZONE
ON PAGE
80



"As good as every other version, probably because there are so few changes."

SCORE: 9/10

RESERVOIR DOGS (PS2)

◆ **Publisher:** Eidos
◆ **Price:** £29.99 ◆ **Players:** 1
Not a film particularly suited to a game format, fans can nevertheless find out what happened to several key characters thanks to the events played out here. The question is does anyone care any more?

GUIDE ON
PAGE
74



"A bad idea executed only slightly better. When will companies learn that great films don't necessarily make great games?"

SCORE: 5/10

"Repetitive gameplay, none of the ace dialogue, a faxed-in performance from Michael Madsen and characters looking nothing like they do in the film..."

SCORE: 58%

"Another piss-poor licensed game that was clearly never going to work in the first place."

SCORE: 4/10

FIFA 07 (PS2)

◆ **Publisher:** Electronic Arts
◆ **Price:** £29.99 ◆ **Players:** 1-8
Style over substance has long been *FIFA's* tactic, but the gap between this and *PES* is surely now down to goal difference thanks to this reinvented masterclass in free-flowing, edge-of-the-seat action.

GUIDE IN
ISSUE
132



"It's been a long wait, but *FIFA* has finally managed to meld both style and substance. The result is a football game with stacks to offer."

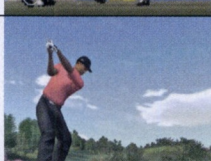
SCORE: 9/10

"To the surprise of everyone, this year's model turns out to play an absorbing game of football."

SCORE: 8/10

TIGER WOODS PGA TOUR 07 (PS2)

◆ **Publisher:** Electronic Arts
◆ **Price:** £29.99 ◆ **Players:** 1-4
EA Sports seems to be on a kamikaze mission to make its flagship golfing series self-destruct. All we want is more courses and more shortcuts!



"A slightly lazy overhaul rather than a full-blown sequel, but still bloody good stuff that's essential for noobs or lapsed fans."

SCORE: 8/10

"While certainly the best in the series, this suffers from being too similar to the previous game. Still, if you want a simple, good-looking golf game then look no further."

SCORE: 85%

"Absolutely no surprises whatsoever. Still as good as PS2 golf gets, but very little new this year."

SCORE: 7/10

SCARFACE: THE WORLD IS YOURS (PS2)

◆ **Publisher:** Vivendi/Sierra
◆ **Price:** £39.99 ◆ **Players:** 1
Kicking off where the film ended, this brilliantly conceived game has you scaling the cocaine mounds to restore your reputation *GTA* style.

GUIDE ON
PAGE
34



"Unlike other pretenders, *Scarface* offers plenty in its own right to set it apart from *Grand Theft Auto*, and is all the better for it."

SCORE: 8/10

"Not quite as good as the mighty *San Andreas*, but it's definitely the next best thing on PS2."

SCORE: 9/10

DESTROY ALL HUMANS! 2 (PS2)

◆ **Publisher:** THQ
◆ **Price:** £34.99 ◆ **Players:** 1-2
They're back! The aliens return to rock our world with more cow-levitating larks, more brain-frazzling fun and more monument-mashing mayhem.

GUIDE ON
PAGE
54



"Funny, packed with entertaining physics and more variety than the first game, but marred by the occasional annoying mission."

SCORE: 8/10

KINGDOM HEARTS II (PS2)

◆ **Publisher:** SquareEnix
◆ **Price:** £39.99 ◆ **Players:** 1
A game so sugary it'll rot your teeth to blackened stumps if you lick the disc, what it lacks in grown-up entertainment it more than makes up for with wholesome plot, magical lands and goofy characters.

SECRETS
ON PAGE
08



"This epic adventure is short on the nuts and bolts of adventuring, but its charm, and the quality of its production still merit a high score."

SCORE: 8/10

METAL GEAR SOLID 3: SUBSISTENCE (PS2)

◆ **Publisher:** Konami
◆ **Price:** £39.99 ◆ **Players:** 1-8
A three-disc opus new bits, old bits, online bits and nerdy bits. If you're into Snake then this release will send you slithering inside for weeks!

GUIDE IN
ISSUE
132



"*Subsistence* is one hell of a package encompassing *Metal Gear's* past, present and future. Essential for newcomers, recommended for fans."

SCORE: 9/10

"A bounty of extras lavished upon one of the PS2's truly great videogames. The new camera changes gameplay for the better, and online has the potential to be superb."

SCORE: 94%

THE GODFATHER: MOB WARS (PSP)

◆ **Publisher:** Electronic Arts
◆ **Price:** £29.99 ◆ **Players:** 1
Like the PS2 version except with all the driving sections yanked out and bolstered by a strange turn-based strategy element. Hmm...



"Nowhere near as cool as the movies – Coppola should leave a horse's head in EA's bed."

SCORE: 5/10

GEST

100% PLAYSTATION 0% FAIR

PowerStation IN OUR OPINION...

What we have to say!

PSM3	GAMESMASTER	
"Should have been a masterpiece. Instead it's a frustrating mix of the brilliant and the deeply average." SCORE: 78%	"If you can look past the obvious flaws, you'll find a massive, hugely enjoyable action romp." SCORE: 83%	You have to bite your lip and divert your eyes when the numerous bugs start ripping the game apart – a price to pay for the size. The story missions are too easy and the side-missions too repetitive; the main draw comes from exploring the game's huge surrounds, although it's definitely space over substance. 7/10
"A slower, more physical and realistic sim of football's highs and lows. Sad about the licensing, though." SCORE: 91%		A looser, more enjoyable game of football, although for this season the ref seems to have coughed his whistle down the toilet and flushed. You hardly ever get penalised for fouls now and it is far too easy to dribble around multiple defenders. The balance is addressed by clamping down on long-range shots, though. 8/10
"Looks fantastic, sounds fantastic and plays... well, not quite so fantastically, but it's still fun." SCORE: 74%	"An admirable attempt, but it's much too short and lacks balance. Entertaining, though." SCORE: 68%	Movie licences tend to wear thin on the enjoyment scale yet <i>Reservoir Dogs</i> tries hard to cash in on its cult following nonetheless. Try as it might, <i>Reservoir Dogs</i> employs a tiresome hostage-taking strategy that not only bores, it frustrates. Kudos must be given, however, for the 'cool' factor it manages to supply. 5/10
"As a package, <i>FIFA 07</i> takes some beating. In terms of gameplay, it's still not <i>PES</i>, but it's just shy of excellent." SCORE: 84%	"The surprise of the season. <i>PES</i> should be worried – this lights up the pitch...." SCORE: 75%	A solid show from the series that seems to be addressing its faults a lot quicker than its rivals. Maybe not this season, but next. Tackling and passing proves a lot smoother, but the shooting mechanics leave a lot to be desired. If you've broken your shoulder buttons, you're knackered. 6/10
"The best golf sim you can buy, but – as before – not significantly different from the last game." SCORE: 77%	"EA keeps it tight and predictable to see out this generation. Good but familiar." SCORE: 77%	Too samey and too bug ridden. Tiger needs to chill out and take a look at what made the early games work – like the shortcuts. The new additions are too few and they keep meddling with a system that worked well to begin with. Give us more courses not new swing and putting systems. 6/10
		It faces tough competition; with <i>Just Cause</i> and <i>GTA</i> praised by the masses, is there room in your crime game list for <i>Tony Montana</i>? This game is worth playing merely for the quotations. You'll never tire of Tony screaming at some cock-a-roaches. The game is huge and has alot of depth; it deserves a look-in. 7/10
		Builds admirably on what made the first game work and as such we get a laugh-out-loud <i>GTA</i> game '<i>Globe Theft Alien</i>'! There are no new jokes here, but if the first game tickled your fancy, this fuller bodied instalment might just take over your world.. 8/10
"Colourful and joyous. A total must-buy" SCORE: 94%	"By far the best action-RPG we've played and one we want to keep on playing." SCORE: 92%	A fantastic, spellbinding adventure game that will charm and enchant you. The girls all love it too! No gore, just epic battles, brilliant lands to traverse and a rich collective of all-too familiar characters to interact with. My, oh my what a beautiful game. 9/10
		Essential stuff for all Snake fans, this has something for everyone – even those who can complete <i>Snake Eater</i> with their eyes sewn shut. Retro fun, online madness plus the definitive, director's cut of <i>MGS3</i> with a new camera. If you bought <i>Snake Eater</i> then trade it in for this, if you didn't... good God! 9/10
"It's <i>The Godfather</i> but smaller, more linear and bogged down by a wafer-thin strategy element. Forget it." SCORE: 55%		It just about works. You still get most of the main story mode that was reasonably alluring on PS2, plus some more strategic elements... Whereas 'Mob Wars' mode works well to upgrade your stats and gain new weaponry, the fact that it has no online mode seems like an opportunity missed. 6/10



TOM CLANCY

SPLINTER CELL

DOUBLE

LOAD TIME

There are annoying loading times within missions, but nothing that will make you jump out of a window



DIFFICULTY



It's easier than previous *Splinter Cell* games because it rewards you for killing people

MECHANICS

Maximum Players:	2
Network Play:	Online
Number of Levels:	9 plus 2 bonus levels
Number of Bosses:	1
Card Space:	1210KB

YOU ARE:

Sam Fisher

YOUR PURPOSE:

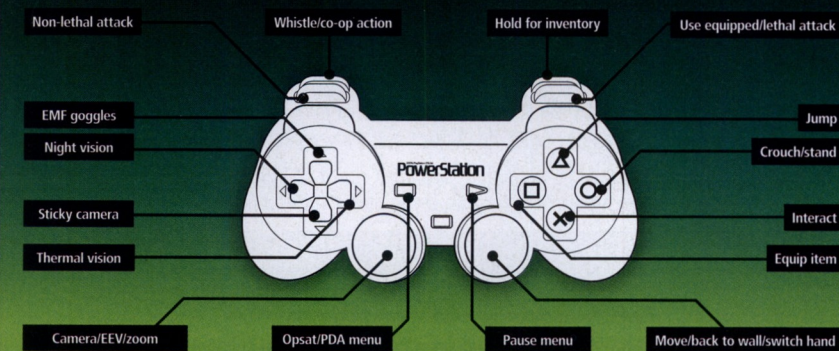
To sneak into warehouses and terrorist bases, undetected

YOU CAN GET INTO CHARACTER BY...

1. Jumping up and hugging grubby water pipes
2. Hiding in dark places then leaping out and grabbing someone by the neck
3. Smoking around 50 fags so you get a really gruff voice

BEST CONTROLLER CONFIGURATION

DEFAULT SETTING



Our guide includes every mission beaten, including the bonus missions. We show you the best strategies for sneaking around unseen, killing or knocking out enemies, and the best way to manage the Trust Meter!

SPECIFICATION

Development team	Ubisoft
Publisher	Ubisoft
Official website	www.splintercell.com

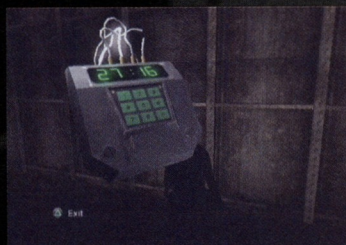
SPLINTER CELL

DOUBLE AGENT



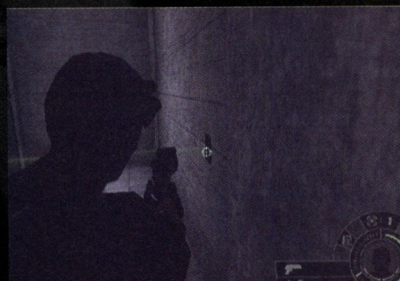
BOMB DEFUSAL

In the second part of the game you'll have to defuse a lot of bombs. Most bombs consist of four or five wires attached to a timer. You'll need to snip each one in turn to disarm it. When you cut the first wire the timer will begin to count down, it's usually around 12 seconds. In order to find the first wire, shift the left analogue left or right so one of the wires is lit up, then push it upwards. If the controller vibrates, you've found the right wire. Push **X** to cut it, and you'll set off the timer. Don't panic now, all you've got to do is shift the analogue stick left or right to select an un-cut wire, then push it up to see if the controller vibrates. If it doesn't, move along to the next uncut wire, push the controller up and if it vibrates then cut the wire. Continue this process until all the wires are cut and you will have disarmed the bomb!

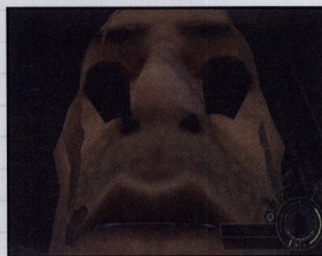


DISABLING LASERS AND CAMERAS

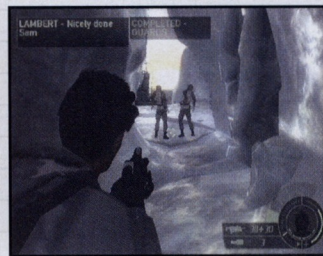
The Compact Launcher, your main handgun, also has OCP capabilities. In plain English this means that when you hit **L1** instead of **R1** to fire, you will fire out a shot that disables laser beams and cameras temporarily. This is really great for when you have to run past these things quickly, but in some levels (only a couple) you will need to permanently disable a camera while you are working on a computer that's in its plain sight. For this you will need to equip the SC-20K and use the EMF ammo. Unlike the Compact Launcher, the ammo is limited, but it will knock out a camera for the duration of a level, just make sure that you aim really well, using the EMF goggles.



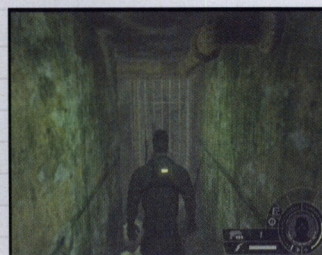
10 THINGS TO DO IN...



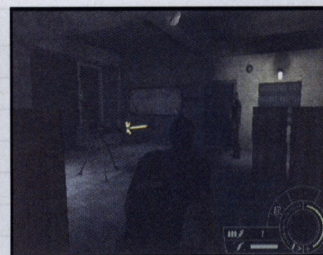
1 If Sam is near to a wall or other object it's possible to move the camera so you can see inside his empty head. Watch out for his twitchy eyeballs... eww.



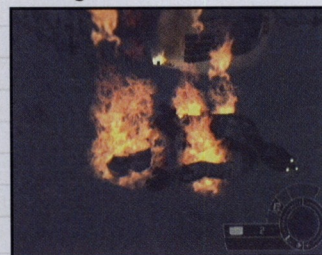
2 Fire a sticky shocker into a puddle that a guard is standing in and watch as he shudders!



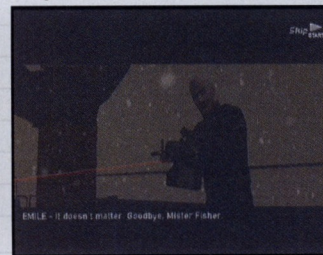
3 Unlock the bonus mission where Sam is off his face on drugs! He's so hardcore!



4 Hack a gun turret, turn on the EFF and watch as it decimates your foes!



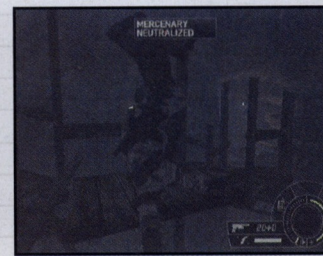
5 Get blown up by a wall mine. It won't get you a great mission score, but it is fun seeing Sam go up in flames.



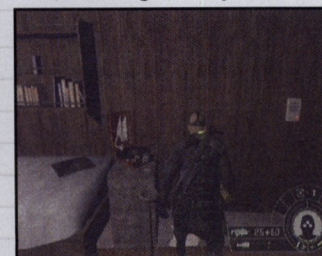
6 Blow up the final boss with a grenade rather than mucking about trying to avoid all of the lasers.



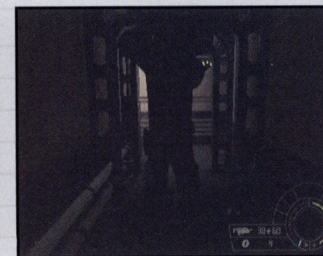
7 Pull a man through ice! We're not sure if vertical sheet ice exists but here you can pull a man to his doom, by grabbing him through the icy water.



8 Drag an enemy over a railing. Watch as he stands around and literally waits for you to leap up and yank him down to his death.



9 Listen to the radio! Turn up the volume on one of the radios in a level and you can hear the weird music the guards are into.



10 Strangle a man with your legs. If you're hugging a pipe near the ceiling, you can hang down and garrote a guard with your legs.

MISSION FIVE

COZUMEL MEXICO

PRIMARY OBJECTIVES

- HELP ENRICA INSTALL COMM RELAY – JBA
- HELP ENRICA REACH THE COMM ROOM – JBA
- RECOVER THE BOMB – JBA
- DELIVER THE BOMB AND HELP ENRICA REACH THE FUEL TANK – JBA
- EXTRACT VIA THE SERVICE BOAT – JBA

OPPOSING

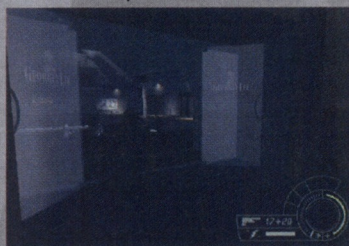
- DISABLE ENRICA'S CELL PHONE – ECHELON
- PROTECT ENRICA'S PHONE – JBA

OPPORTUNITY

- OBTAIN PASSENGER MANIFEST – ECHELON
- DISABLE THE SHIP'S ENGINES – ECHELON

Operate the large rectangular block in the right corner on the bottom floor of the engine room!

Hide in the shower room inside the suite and wait until the guard says he needs some help. After this he should enter the bathroom where you can either shock him or fire a bullet into his skull. Creep into the corridor and



past the second guard, then turn right. You can squeeze behind the trolley on the right.

At the end of the corridor, there's a door with a circular window. On the other side is a camera. Wait until it has turned right and the guard has done his first round, then turn left until you set off the conversation with Enrica.

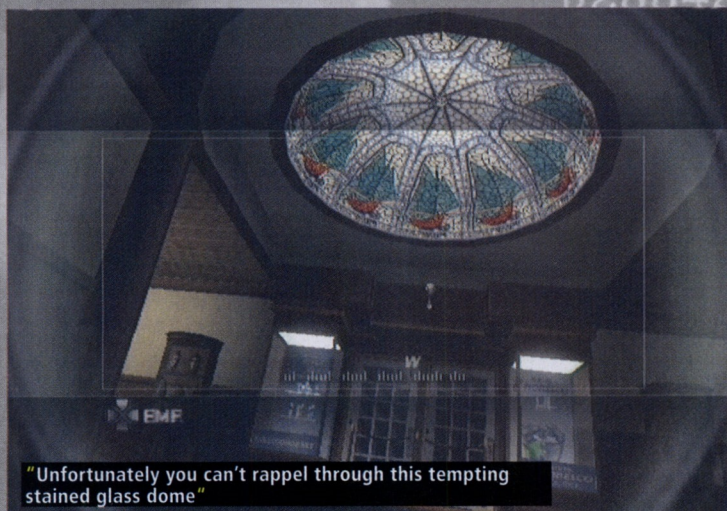


DELETE CAMERA RECORDS

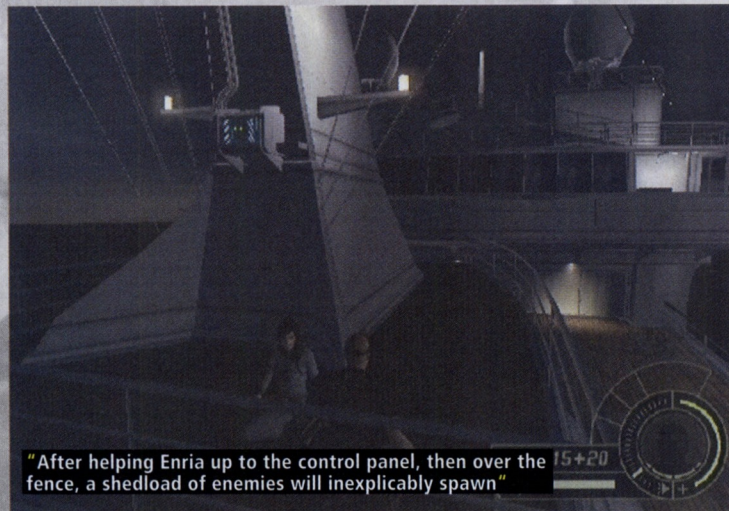
It's in the computer to the right of the first camera you come across, by the sleeping guard.

Stick to the shadows by the bar stools until you're able to save the game. Wait for the two guards with torches by the double doors to split and follow the left one. Drop down into the corner just before the light patch and climb up into the darkness again. Follow him keeping to the edge, then creep across the light patch to cordoned off door.

Make a dash for the exit at the far end and fire at the light above using **L3** with your pistol equipped. Creep past and take a left. Head up the stairs and grab the object from the ground on the right.



"Unfortunately you can't rappel through this tempting stained glass dome"



"After helping Enrica up to the control panel, then over the fence, a shedload of enemies will inexplicably spawn"

Chuck it as far as you can and while the guards are distracted, creep under the camera through the double doors.

Leap up to help Enrica and climb down the other side of the large structure in the centre of the deck. Boost her over the locked gate and she'll open it on the other side.



The two guards you just passed will now start to patrol the large deck. Walk up the slope and keep your back to the wall on the right.

Wait until the two have passed and sit opposite the door. A third man will exit and as he passes you on the right, enter the door and turn directly right to avoid the camera's glare.



Head downstairs and take the large room in the same way as you did previously. In the bar room open the door to the right of the grand piano in the corner. Use the Medkit further in and drop down inside the lift using the hatch and operate the controls within.



COZUMEL, MEXICO

Knock out the guard who approaches you and hide his body in a dark doorway. Turn right and hug the wall to avoid the camera and pick up the guard carefully from near to the sleeping watchman.

Track back and fire at the camera so you can make it past. In the large open room, hang over the railings on the right and drop down. Try to drop down towards the near right corner, keep dropping until you reach a well-lit corridor with a closed gate at the end. Go through it and the door afterwards. Turn left and use the computer, quickly jump up and hug the pipe in the centre of the hallway to avoid the approaching guard, then drop down to get past him, or grab him and strangle him depending on the state of your trust meter.

Carry on and open the next door on the right and use the keycard you picked up earlier to open the yellow gate. Wait until the guard passes and make your way up the steps on the left.

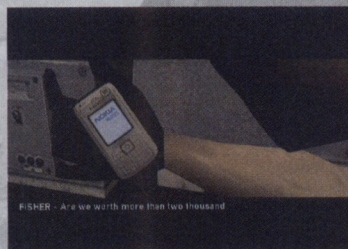
DELETE CAMERA RECORDS

At the top of the stairs enter the door left of the landing by the security guard room and operate the computer inside.



Creep past the patrolling guard by sticking to the left side of the left steel platform and take the ladder downwards. Head for the boat in the centre and pick open the trap lock. Pick up the object underneath, which turns out to be a big fat bomb! Climb the rope behind you and creep back over the guard below using the steel platforms again and take the stairs down on the other side to exit the area safely.

Take Sam back to the engine room and head left and crawl into the pipe-laden area here, then give Enrica the bomb.



DECISION!

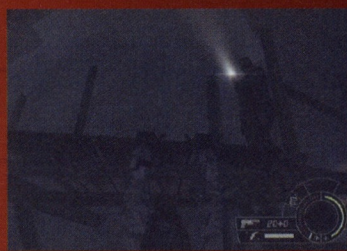
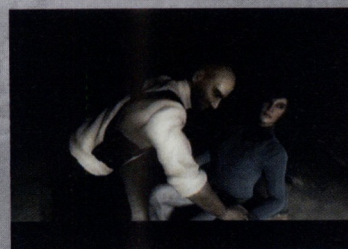
UPLOAD THE VIRUS OR LEAVE THE PHONE UNTOUCHED?

Outcome: Infecting the phone will save the lives of 2000 people, but might mean that Emile doesn't trust you... It's all too easy.

After this, make sure no bodies have been left in the engine room before you meet her as baddies will appear behind you when you try to get back to the boat room to exit.

DISABLE THE SHIP'S ENGINES

Operate the large rectangular block in the right corner on the bottom floor of the engine room!



MISSION SIX

SEA OF OKHOTSK, RUSSIA

PRIMARY OBJECTIVES

- NEUTRALISE ALL MERCENARIES – JBA
- DISABLE ALL FIVE COMMUNICATION RADARS – JBA
- BOARD THE TANKER AND NEUTRALISE THE CAPTAIN – JBA

OPPORTUNITY OBJECTIVES

- LOCATE THE ENCRYPTION KEY – ECHELON
- DISABLE BOMBS PLACED AROUND SHIP – JBA
- IDENTIFY THE SHIP'S CARGO – ECHELON
- INSTALL TRACKER IN COMMUNICATIONS ROOM – JBA

MERCENARY CAMP

Disable all five communication radars

RADAR ONE

Use the computer that's right near the start. It's glowing green. However, before doing this, wait where you are and a mercenary will appear on the platform above. Kill him or knock him out, depending on the state of your trust meter.



NEUTRALISE ALL MERCENARIES – JBA

Head upwards and fire at the two remaining mercenaries along the way. Enter the crawl space at the end and



wait until the guy with the torch heads right. Crawl out of the hole and get behind the ice. Push **X** to grab him then interrogate the man to find out about the weak roofed cave. Knock him out or kill him: it's **L1** to knock him out and **R1** to slit his throat.



At the edge of the cliff you should be able to see a brightly lit campfire with two patrolling guards. Rappel on the wall in the right corner and when the guards are quite far away, use the 'jump in' command that appears towards the bottom of the wall to smash through the thin ice.

RADAR TWO – THE CAVERNS

Save the game and watch the wall mine tutorial video. Neutralise the two lasers at the end of the corridor by hitting **L1** when you've got the pistol equipped. Creep very, very slowly up to the green

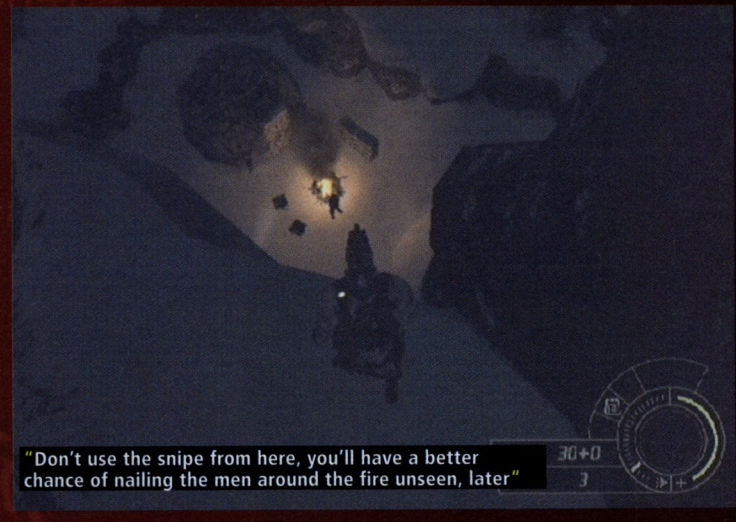


light at the far end and make sure it's still green when you get close, then push **X** to pick it from the wall.

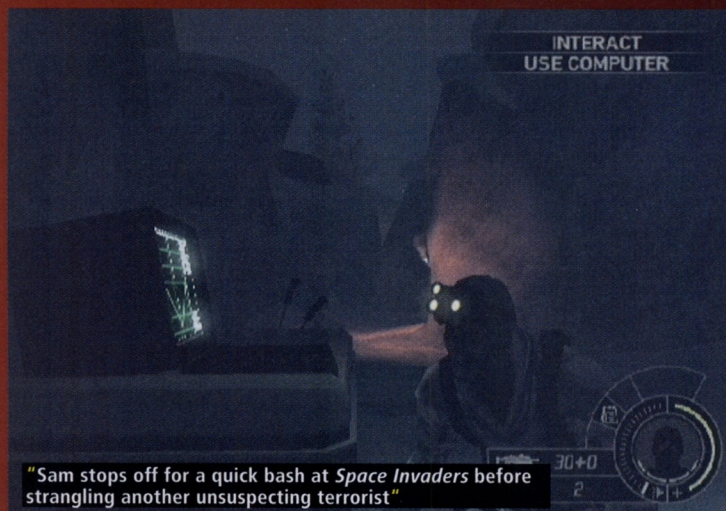
Keep moving slowly as there's another mine to the right of the rickety bridge. Nab it from the wall and put it in your pocket.

Get halfway along the wooden slats and drop down on the right where there's no hand rail. Wait for the mercenary to come along and pull him over the edge to his death.

Fire at the hanging light with the EMP ammo in your pistol and creep further into the cave. You should see another console on the right; keep going and drop down into the water on the right. Wait for the guard to patrol nearby and take him down with a headshot or a sticky shocker. Get up the small slope by the computer and take down the last mercenary in the cavern then use the computer.

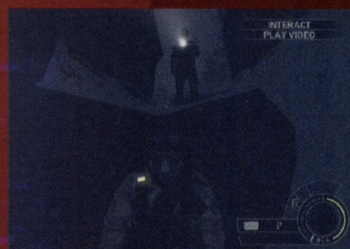


"Don't use the snipe from here, you'll have a better chance of nailing the men around the fire unseen, later"



RADAR THREE - ICE TRENCHES

Exit the cavern and hack the gun turret so you can deactivate it. Disable the two lower lasers so you can duck past the upper one. After the green light, disable the guard who patrols just outside and wait for his mate to turn up and give him the same treatment, remembering that kills will up your trust with the enemy, while knock outs will shift the trust meter towards the NSA. Operate the computer straight ahead to disable the third satellite.

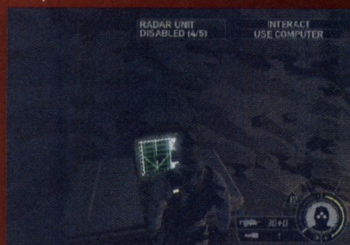


CAMP A

Make sure the turret is deactivated before disabling the two green lasers in its line of sight. Creep up the ice sloping cave and at the top wait until the light turns green before disabling the mine. Climb up the ledge and wait for the guard with the torch to appear. When he walks into the dark patch on the ground kill him with a headshot. Pick up his body and dump it in the pit you just came from. Stay in the dark patch and sticky shock the other guard who's patrolling the campfire.

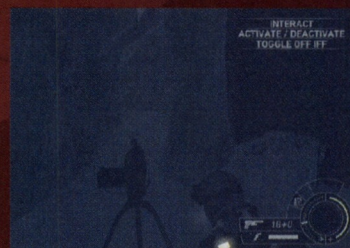
RADAR FOUR

Head inside the tent and use the computer to disable the next dish.



LOCATE ENCRYPTION KEY

The codes are on the table behind the fourth radar computer in the tent.



PORT ICE FIELD

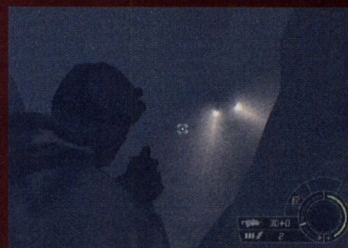
Creep back the way you came, past the two lasers and the turret. To the right of the turret is a pathway, it's lit with green light. Be careful as there are two wall mines you need to disable in order to pass. Sneak up to the guard patrolling the centre of the next area and you should be able to grab him and knock him out without the other two seeing. Stay in this area and take down the remaining two guards with a headshot each, while the other's back is turned.

SABOTAGE DETONATOR 1

Head behind the vehicle and sabotage the push down detonator in the corner.

RADAR FIVE

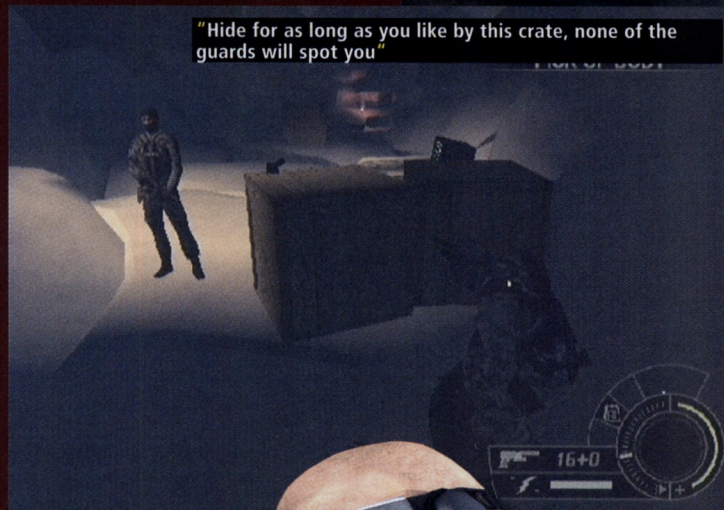
The radar transmitter is in the centre of this area, use the computer in front of the red flare. Now enter the crawl space just to the right of the flare. At the far end, exit and hug the



wall on the right and duck into the small crevice. Both guards will stop periodically to the left of the large square crate. Creep up to one and grab him from behind, drag him to your safe crevice and knock him down. Repeat for his mate.

SABOTAGE DETONATOR 2

To the right of the crate is a barrel, switch it off and wait for the third guard to walk up the slope. Sidle up behind and grab him. When he's been taken down, head towards the red flare and disable the detonator. Now clamber up the group of three crates and use the rope to gain access to the tankers.



ICEBOUND TANKER

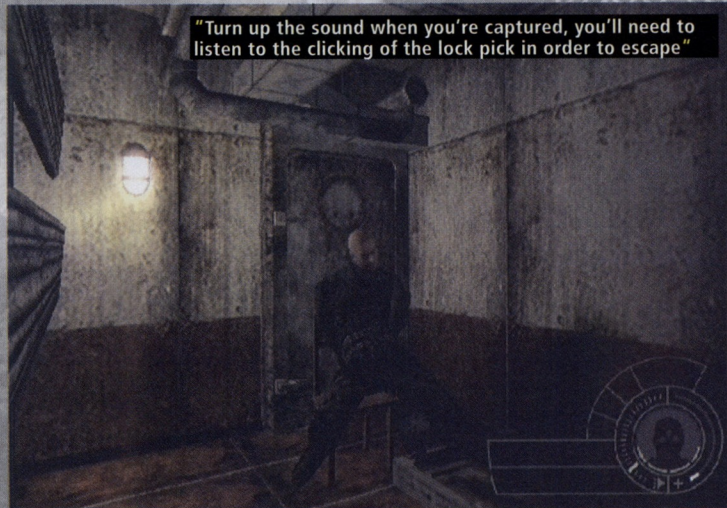
- IDENTIFY THE SHIP'S CARGO
- INSTALL TRACKER IN COMMUNICATIONS ROOM

There is a very real chance that you'll be captured; if you do, see the captured section of this level guide. Stay exactly where you are and you'll see a guard patrolling from the well-lit stairs leading downstairs. When he turns his back, grab him and after interrogating him, drag his body to a dark corner. Don't go downstairs yet, go straight ahead and land a headshot on the next guard you come across. Look on your map and you'll see a red dot on the map. Take out the two lights in the wide corridor and head left, avoiding the guard on the right. Carry on until you reach a door where the command 'Talk to' appears. You'll now be on a timer to defuse four bombs.

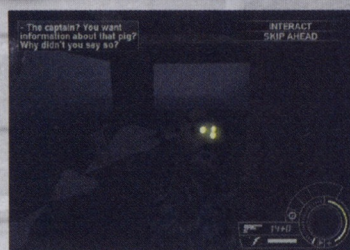


BOMB DEFUSAL

On each bomb there are four wires, once the first is cut, a three second countdown will begin. To find the first wire, click the left analogue left until you feel a buzz in the controller. Push the stick up on the correct wire and you'll start the countdown. Move it left again and push up, if the controller doesn't vibrate continuously, move it left again. Keep scrolling through the wires until you find the right one and press **X** to cut it. Repeat this process for the final two wires to defuse the bombs.



"Turn up the sound when you're captured, you'll need to listen to the clicking of the lock pick in order to escape"



WHERE ARE THE BOMBS?

From where you chatted to the captain, exit and get back to the large hallway where you turned left – there's a crawl space on the right side, use it to enter the machine room. Crawl through and take the ladder down.

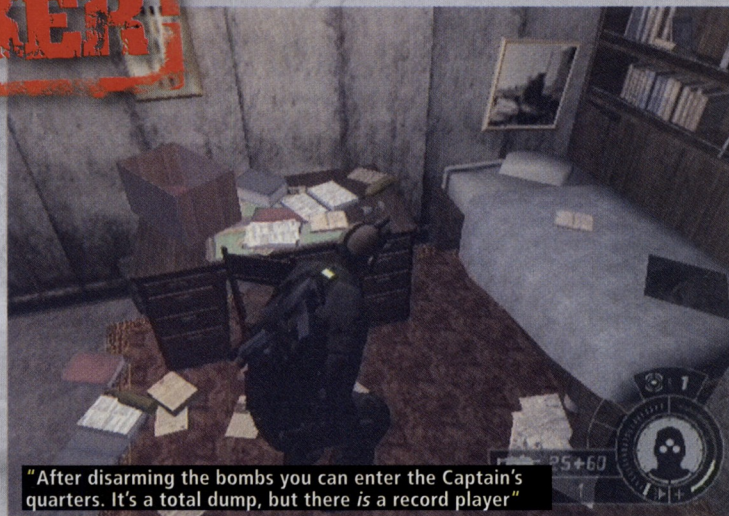
1ST BOMB

Directly above you is a camera – disable it and take out the light ahead too. You should see the bomb on the right. Before disarming it, land a headshot on the man pacing the opposite walkway. Now defuse the bomb as instructed above.



2ND AND 3RD BOMBS

Take the ladder down by the first bomb and land another headshot on the man in the left corner. Strafe right and kill the man pacing in between the engines. The room should now be clear. Bombs two and three are on either side of the engine in the corner in between the two men you just killed.



"After disarming the bombs you can enter the Captain's quarters. It's a total dump, but there is a record player"

4TH BOMB

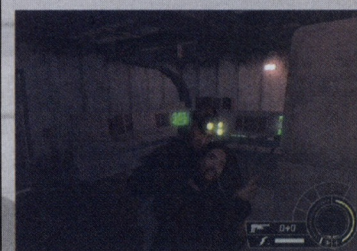
Now head halfway up the steps towards where you killed the man on the upper level and disable the camera looking at you from the landing. The fourth bomb is upstairs on the left, it's on the main wall, just out of sight of the camera.

Note that there's no point going around killing the guards before talking to the captain as they'll mysteriously re-spawn. Realism? Psh!

Head back the way you came towards the captain's quarters. Save the game and take a right before going down the corridor towards his room. Fire at the head of the man you see and that should bring out his friend. Kill him too, then use the computer and Medkit further on in this narrow corridor.



it's down, deactivate it by standing close and pushing **X**.



In the corridor on the right (where the turret was facing) creep up behind the man patrolling here and take him down.

Fire an EMP round at the light over the right-hand corridor and slide open the door to the control room.

While the man on the left is sat down, silently get up behind the crouched man on the right and grab him. Drag his body to the corner where the Medkit is and either knock him out or kill him depending on the state of your trust meter.



While the other man is sat down, walk over to where he patrols occasionally and place the tracker. Head back to the turret and creep outside when the coast is clear. Fire at the light on your left and take down the man above with a headshot. Climb up the ladder and on the far right you should see another turret. Disable it with an EMP bullet and creep towards it. There is another guard around here; you might have to kill him too. Deactivate the turret and head left.

There are three wall mines and another turret around the left corner. Fire an EMP

INSTALL TRACKER IN COMMUNICATIONS ROOM

Track back to where you first entered the ship and bash the door to knock out the man on the other side of the exit. Quickly kill his friend and track around the strangely lit right turn (basically your meter will register you being as bright as the sun but there's no visible clue) and speedily take down the man crouched near here. The outer deck should now be safe.

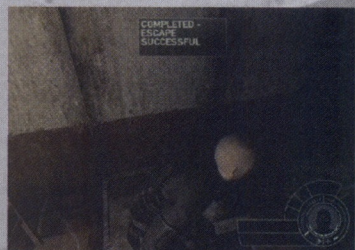
Walk up the stairs at the far end and when the area becomes dark again, tread very carefully as there's a turret on the next level. Move slowly up the steps until you can see the bottom of the turret. Fire at it using **R1** with the pistol equipped to disable the gun. While

bullet at the turret and gingerly creep up to its rear to disable it. Now you can safely pick the bombs from the wall. Or just enter the door on the right and the one further along to complete the mission.

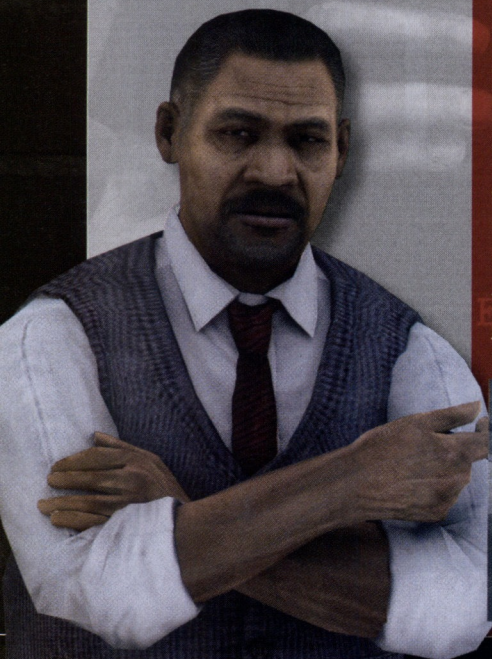


CAPTURED

We recommend that you get captured once because you can easily carry out the opportunity objective 'identify the ship's cargo'. You'll be tied up in the brig which is right in the bowels of the ship. Pick your handcuffs in the same way as you do normal locks, except you'll only have audible rather than visible clues. Keep turning the left analogue until you hear a click, hold it in this position or waggle it slightly to keep making the clicking sound. Once you're free, grab your kit from the corner and take a look at the cargo.



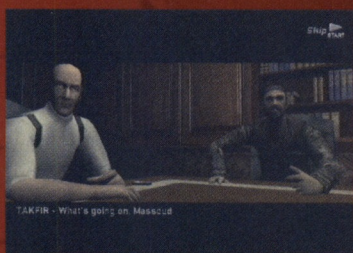
There are two guards chatting outside. Wait until they've parted before venturing out and grabbing one from behind. Once you're out of this area you'll have to make your way back up a level to talk to the captain and set off the bomb mission.



MISSION SEVEN

KINSHASA

CONGO - HOTEL SUITES



PRIMARY OBJECTIVES

- CONFIRM INTENTIONS OF OTHER TWO GROUPS - JBA
- MEET EMILE IN ROOM 901 - JBA
- FIND YOUR EQUIPMENT IN MAIN ELEVATOR AND GO TO LOBBY - JBA
- CLEAR EXTRACTION AREA - JBA

OPPOSING OBJECTIVES

- OPPOSING OBJECTIVES
- KILL HISHAM - JBA
- SAVE HISHAM - ECHELON

OPPORTUNITY OBJECTIVES

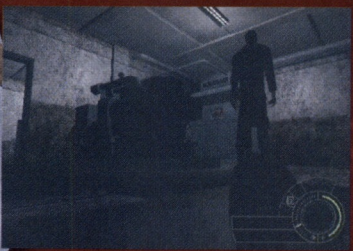
- OPPORTUNITY OBJECTIVES
- FIND ADDITIONAL INFORMATION ABOUT TAKFIR'S GROUP - ECHELON
- FIND ADDITIONAL INFORMATION ABOUT MASSOUD'S GROUP - ECHELON
- DISPOSE OF HISHAM'S BODY - JBA

HOTEL SUITES

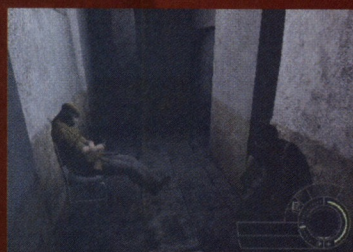
Stay in the small trough and follow it right around to the far end. There are two guards above you, one will wait with his back turned and the other will go behind machinery. When they do this, hop out of the trench, open the door on the left and quickly get inside.

Walk carefully left so not to wake the snoozing man on the right, and squeeze past the broken door.

Take the lift upwards and it will break just as you reach the top. Climb on the crate in the corner and use it to clamber



on the lift roof. To the left of the door is a service duct, jump and crawl inside. Listen for the sound of a falling bomb and just afterwards the lights will go out momentarily. This is your chance to creep by and get to the door on the opposite side. It's all a bit hit and miss, but if you get spotted, just put Sam's back up against the wall to the right of the laundry cart in the plush hallway.

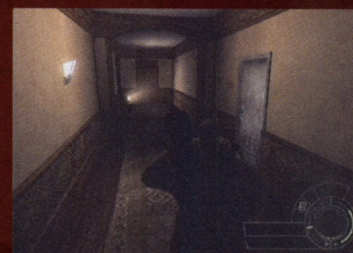


When the suspicious guard walks past, grab him and interrogate him. Don't go around the corner, instead head to the end of the corridor you can see and open the door that leads to an elephant. Climb the stairs and use your cable under the door at the top. Wait for the lights to go out and for the guard to have his back turned then rush out and hide in the shallow doorway on the left, it will be pitch black here.

FIND ADDITIONAL INFORMATION ABOUT MASSOUD'S GROUP - ECHELON

Hack the card reader on the door and enter the hotel suite when the lights are

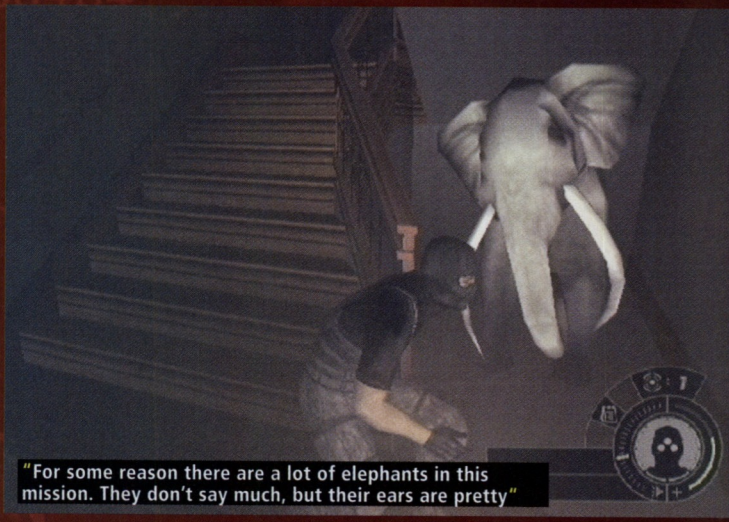
out and the guard is looking the other way. Close the door behind you and hack the laptop inside, then read the documents to complete the objective. Quickly switch off the light and beat up the guard who sits opposite.



CONFIRM INTENTIONS OF 1ST GROUP

In the next room is a guard sitting at a desk. You'll need to distract him with a whistle to get him out of the room, then knock him out or kill him with **R1** when he gets close. Drag his body to a dark corner then search the cabinet near to where he was working.

Head back out into the corridor while the lights are out and turn the corner. In the next hall is a camera and another guard. Find the first door on the right and get your back up against the wall in the dark patch just up from it. When the lights go out again, pick the lock quickly and head inside when no one's looking. There's a sleeping man on the bed so switch off all the lights to make your life safer.



"For some reason there are a lot of elephants in this mission. They don't say much, but their ears are pretty"

HOTEL GARDENS



CONFIRM INTENTIONS OF 2ND GROUP

Go into the next hotel room and time your run back into the corridor when the power is out. Use the card you picked up in the last suite to open the door. Head along the balcony right, switching off all the lights as you go. If you meet any guards simply hit **L** to knock them to the ground – it's all too easy. Take a right, into the small kitchen and hack the safe. Copy the plans and you'll now have to meet up with Emile.



FIND ADDITIONAL INFORMATION ABOUT TAKFIR'S GROUP – ECHELON

Before doing so, creep downstairs and you'll see a small kitchen in the corner. Hack the laptop on the right and browse the documents hidden within.

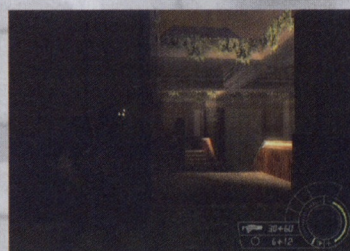
MEET EMILE IN ROOM 901

Now you're back on the lower floor, open the doors at the base of the stairs and continue around the corner. Enter room 901 and talk to Emile.

FIND YOUR EQUIPMENT IN MAIN ELEVATOR AND GO TO LOBBY

Enter the lift along the hallway; take it down to the lobby.

Move left and when you reach the stairs, stay on the upper level and leap over the large wall in the centre to avoid the light patches. Leap over the next central wall when the guard walks past and move to the front of the desk so you can operate the computer. Wait here and let the two men pass, get to the back of the nearby turret and hack it quickly. Toggle off the IFF and it should kill both men. Deactivate the turret before heading through the doorway on the right.



The guard in the next area seems to be activated by your position, so your best bet is to simply lean out and fire at his head, or lure him (if you can) with a whistle so you can fire at him from a dark corner.



When you reach the kitchen, open the left door and wait for the guard to stand just outside, creep behind him and interrogate the man. Drop his body in the dingy corner on the left.

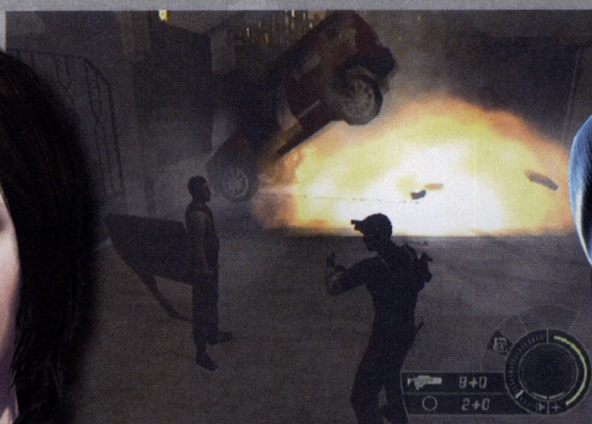
Stay in this corner and wait for the patrolling guard to come into the kitchen. It's best just to land an easy headshot on him and then creep into the next flaming hall.

Enter the room on the left and after the cut-scene head through the right door. Grab some health from the kit on the wall and open the door on the left. Use the sniper to kill the man around here with a headshot and then exit via the central door.

Faking his death doesn't always work, unfortunately. To do this, kill both men in the car park and put one of the bodies in the back of the red car. Place a charge, walk away and then detonate it. Now initiate a boost over to save Hisham.

CLEAR EXTRACTION AREA

Run back through the gardens to the blue corridor and use the optic cable to see where the patrols are. Open the door and wait on the ledge. The two follicly challenged guards have a strange pattern – your best bet is to neutralise both quickly using sticky shockers. Use up your remaining sticky shockers on the guards and shoot any others dead with bullets before placing a charge on the side of the tank, detonating then extracting.



Take the door on the right-hand side, outside and as you get around the second corner, stay close to the wall so you are hidden in the darkness and fire stocky shockers at the two guards here, in quick succession.

When you reach the car park, walk right and use the black car as cover from the guards hiding behind the parked vehicles. Creep around the back of the black car and grab the man crouched near its bonnet. Drag him towards the boot and knock him out.

DECISION!

SAVE OR KILL HISHAM?

Save him and you'll get combination coagulant and adrenaline booster syringe.



MISSION EIGHT

JBA HEADQUARTERS

PART 2

PRIMARY OBJECTIVES

- STEAL EMILE'S CONTACT LIST – ECHELON
- SAMPLE RED MERCURY – ECHELON
- ACCESS THE UNDERGROUND BUNKER – ECHELON
- RETURN TO PUBLIC AREA – ECHELON

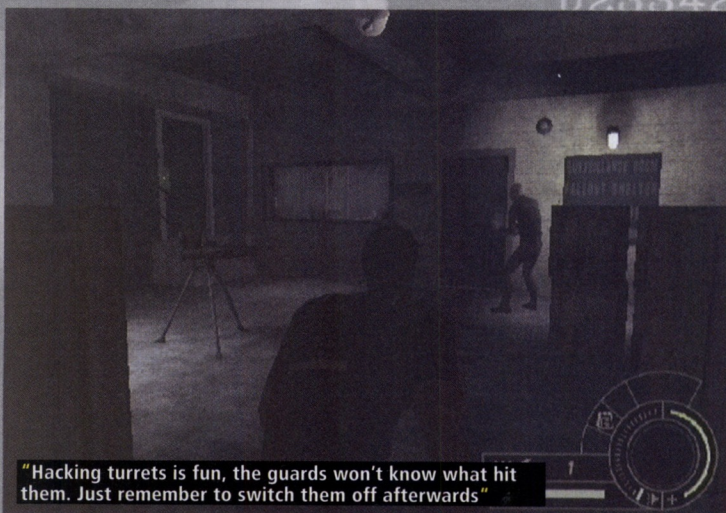
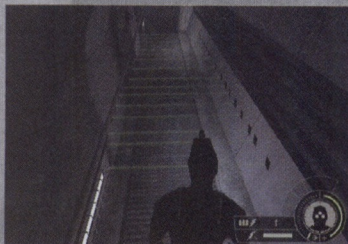
OPPOSING OBJECTIVES

- STRENGTHEN LAMBERT'S FALSE IDENTITY – ECHELON
- REVEAL LAMBERT'S TRUE IDENTITY – JBA
- DISABLE NASHVILLE BOMB – ECHELON
- DISABLE LA BOMB – ECHELON
- PREVENT THE BOMB'S DEFUSAL – JBA

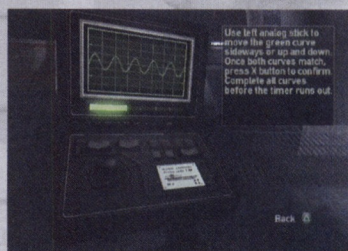
UNDERGROUND BUNKER

Take the stairs down and neutralise the guard who walks through the door at the bottom. Jump up and grab the pole to creep over the lasers. Drop down and use an EMP shot on the camera at the far end.

Enter the next area while the coast is clear and get around to the dark side of



the turret, via its rear to avoid the gaze of the man behind the window. When the coast is clear, hack it from its right side, activate it then disable the IFF. Wait until the man patrols and it'll kill him and the guy who comes to look for him. Deactivate the turret before entering the windowed room.



DECISION!

- CONFIRM LAMBERT'S COVER OR EXPOSE HIM

Use a permanent EMP bullet on the camera above the Medkit and operate the computer. This decision will affect the ending you see, so chooses wisely, there is no right or wrong.

Sneak past the lasers after making sure the turret is disabled and fire at the green laser in the control room.

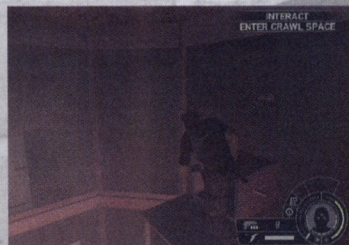


Hack the computer and creep past the camera on the left wall above the large video monitors. Disable the two cross lasers and hack the next door, then save in the next hallway – there's another camera down here, so be careful. Take the door on the right and hack the keypad to the left of the glass windowed room that's glowing red.



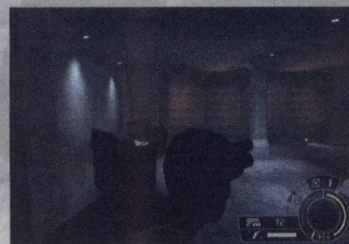
SAMPLE RED MERCURY

Enter the red room and head to the far right corner to sample the poison. A gas will be released so head for the left corner by the red tubes and clamber onto the small box. Use it to get on top of the shelves and escape the deadly air using the vent here. There's a Medkit at the top of the nearby stairs in case Sam's looking a bit peaky.



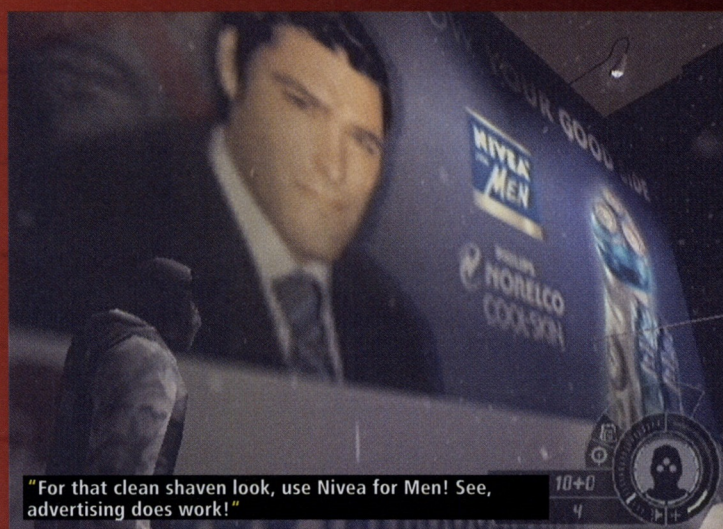
STEAL EMILE'S CONTACT LIST

The list is upstairs from the red mercury room, take the door on the right, before you get to the red room and then search the cabinet on the right wall.



DISARM THE BOMBS

Exit the underground bunker by taking the stairs back up to the alley, by the windowed room with the turret outside.



"For that clean shaven look, use Nivea for Men! See, advertising does work!"



MISSION NINE

NEW YORK CITY

SNOWBOUND ROOFTOP

PRIMARY OBJECTIVES

- DEFUSE FIRST BOMB – ECHELON
- KILL BJ SYKES AND JAMIE – ECHELON
- MAKE YOUR WAY TO SIDE OF TOWER – ECHELON
- DEFUSE THE SECOND BOMB – ECHELON
- KILL MOSS – ECHELON
- MAKE YOUR WAY TO THE ROOF – ECHELON
- DEFUSE THE THIRD BOMB – ECHELON
- KILL EMILE – ECHELON

OPPOSING OBJECTIVES

- NEUTRALISE SYKES'S MEN
- NEUTRALISE MOSS'S MEN

Eliminate the two men chatting under the light, with two swift headshots. Neutralise the red laser blocking your path around the corner. Stick another bullet in the head of the man sauntering about the rooftop, and head towards the door at the far end. There's a frag grenade tucked behind the wall on the left, pick it up as you'll need it later for the final boss. Kill the laser before the door and save when you're just inside.

Hide just before the door and use the map in the OPSAT menu (push v) to see when the guard walk out of the room. Creep inside and hide just to the right of the exit. Wait until he returns and shoot him in the head.



Pick the lock on the right and disable the wall mine on the right. Enter the crawl space and use a headshot on the man under the light on the other side. Now take out the light and land another headshot on the man who comes to investigate.

KILL BJ SYKES AND JAMIE

Take the stairs down behind him slowly as there's another wall mine right at the bottom. Your two friends are in the



outside area – wait until they split and one goes upstairs. Take care of the one on the floor first, and creep under the other by hiding by the left wall. Wait in a dark area until the noise of the first shot brings the other down the stairs and kill him while he's fussing about with the ladder.

DEFUSE THE FIRST BOMB

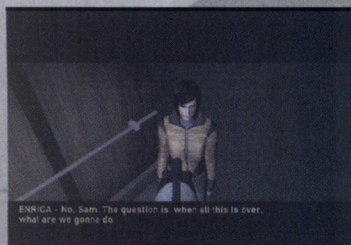
Disable the 12-second Red Mercury bomb in the same way that you have disabled any bomb in the game. See our guide at the start. Now climb up the ladder to the Nivea advert and jump onto the rappel line.

DARKENED OFFICES

This level cheats, there are no two ways about it. The guards are now wearing night vision goggles, which would seem fine. But unlike other levels the guards seem to be able to look 'up'. So don't think you can hide in the dark by holding onto a long pole, oh no. You've got to shoot or be shot, or use wall mines. The latter are the most satisfying.

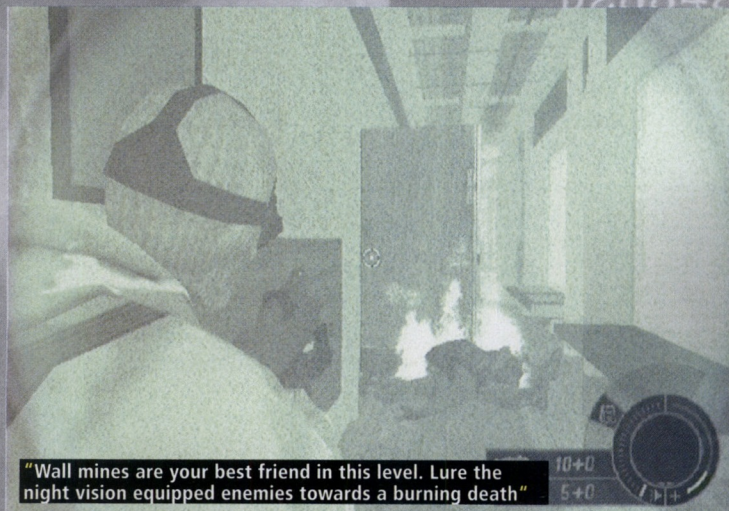


Firstly, head up the slope, right and climb the ladder at the end. Like the guards who are tracking you, you'll need your night vision for this bit. Pick the trap lock and if you let Enrica live earlier on in the game you'll meet her in the lift.



Sneak in while the guards are distracted by the sprinklers and plant a wall mine. Creep back out, closing the door, and whistle until one guard comes near. Shoot him with the shotgun and his mate should die from the mine blast.

Tiptoe inside and wait for quite a while, looking at your map for a third



"Wall mines are your best friend in this level. Lure the night vision equipped enemies towards a burning death"

guard to appear. He'll patrol either side of the post beyond the sprinklers and then walk back down the long corridor behind. Slink up behind him and use a sticky shocker.

Leap up and grab the pole above to shimmy over the red laser blocking your path.

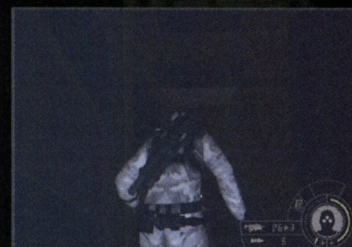
When you reach the door, use the optic cable to see when the patrol moves right then open it. Launch a gas grenade to take out the two guards around the right corner. In the next room is a wall mine on the left, be careful. Now creep up to the next laser and disable it. Plant the wall mine just beside it and call the guards with a whistle or single gun shot. Speedily run away and wait until they set off the mine. Excellent.

Get nearly to the top of the stairs and watch the two men walk into the next room and shut the door behind them. Walk up to it but don't open it. Hang over the left side and whistle. Keep making noise until someone opens the door, then grab them and drag them to their doom. Drop down and hide at the base of the stairs. Repeat this process for the other two guards to get rid of them without wastin' a bullet. You might have to creep into the next room to lure the final guard, but make sure you kill him in the same way as the other two.



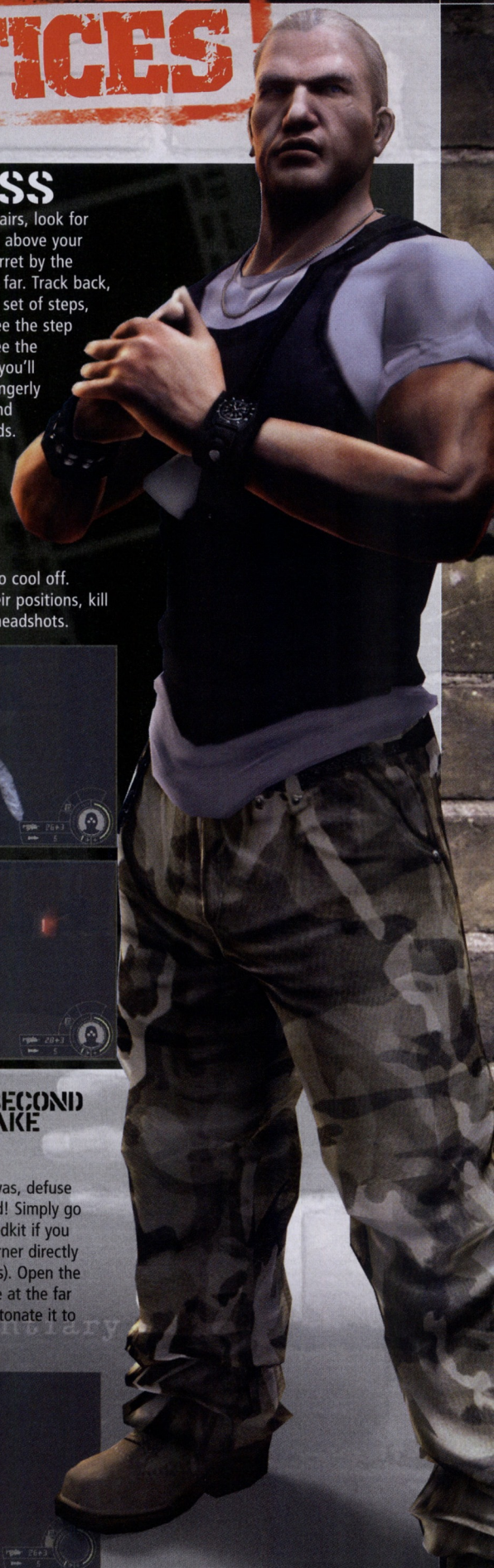
KILL MOSS

Before descending the stairs, look for a bar you can grab onto, above your head. If you reach the turret by the window you've gone too far. Track back, taking a right up a small set of steps, turn around when you see the step ladder and you should see the bar. Climb up twice and you'll be on top of the roof. Gingerly creep along and you'll find yourself above two guards. Ahead is Moss and his bodyguard; find a safe spot and kill them both with headshots. This might alert the two below. Just find a safe spot and wait for them to cool off. When they're back in their positions, kill them with another two headshots.



DEFUSE THE SECOND BOMB AND MAKE YOUR WAY TO THE ROOF

The bomb is where Moss was, defuse it and you're nearly finished! Simply go downstairs and use the Medkit if you need to (it's around the corner directly left of the base of the steps). Open the door beside, place a charge at the far end, run away and then detonate it to enter the final area.

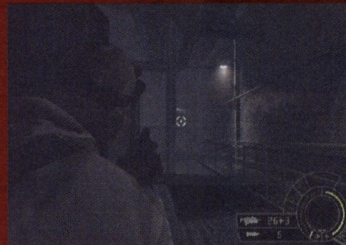


THE FIFTH FREEDOM

Head left along the pipe, right until the end. Leap up and grab the dark pole to the right of the fan and use it to get to the level above. Drop down and walk onto one of the central darker areas. Wait until the patrol appears and kill him with a simple headshot. Pick off the mine from the right wall of the area with the two fans and use the optic cable to see when you can open the door next to it. Enter the open room and hide in the dark right corner. Note that the guards no longer have night vision... phew! Fire a Sticky camera on the floor by the two guards, lure them and let off the gas to take them both down fast.

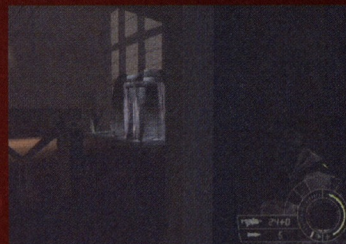


Alternatively you can creep to the right, behind the fountain, avoiding them completely. Make your way over the wall, through the small gap and up onto the little balcony so you end up behind the turret. Hack it and use it to kill the two men patrolling the area.



Once you're by the door, don't listen to the two guys conversing, open the door while they're distracted and head immediately left. Hop over the barrier and from here you can take them both out with the gas from a sticky camera... easy.

Take the steps up and be careful of the wall mine on the left. A guard sometimes comes through the door. The trick with the next area is to keep running in, nabbing a headshot and running out until the commotion dies down. Repeat this until one side is clear for you to pass. Use the Medkit and then save in the room at the far end.

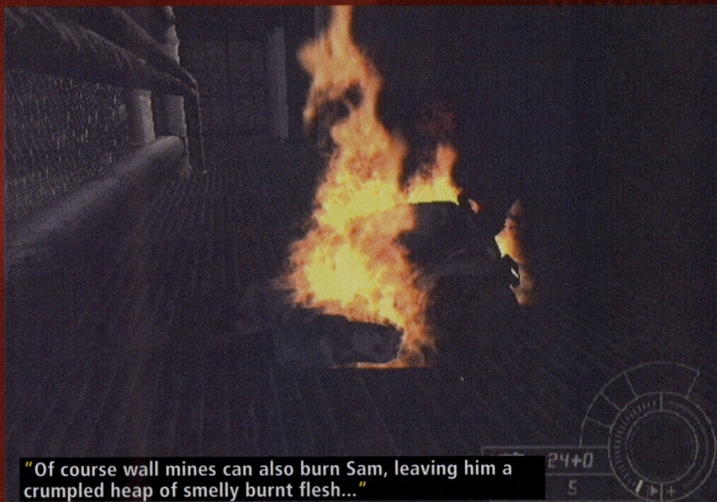
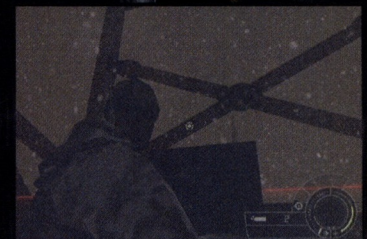


FINAL BOSS EMILE

- **STRENGTHS:** MACHINE GUN AND INFINITE BULLETS (DO BOSSES EVER RUN OUT OF AMMO?)
- **WEAKNESSES:** HE PAUSES TO RELOAD AND IS VULNERABLE TO GRENADES!
- **STRATEGY:**

The room here is covered in laser activated bombs. When Emile moves, he'll deactivate some of them. Move left when the red lines are gone, and when he's reloading move to the dark cover in the corner. Wait here and move up. You've got to get to the centre, where the cover is made of darker material. You should have picked up the frag grenade from the beginning of the level. Since you're without your gun, you'll need all the ammunition you can get. Save the game here and now you can work out where to aim. In order to take down Emile, you'll need to flash grenade him to stun him, then kill him with the frag. Don't throw the grenade when he's by the Red Mercury which is directly ahead of you, behind the tall pillar – it's also marked on the OPSAT map. Instead chuck a flash grenade when he's to the left. The easiest way is to take some of his bullet fire and edge to the left, then chuck it directly at him. When he's stunned, you'll have more time to aim the frag.

With Emile down, jump over the cover and tiptoe between the two lasers, dropping down by the laptop which controls them. Head for the Red Mercury and you'll have another simple 12-second bomb disposal puzzle to finish the game!



"Of course wall mines can also burn Sam, leaving him a crumpled heap of smelly burnt flesh..."

BONUS MISSIONS

WASHINGTON DC CARGO SHIP

PRIMARY OBJECTIVES

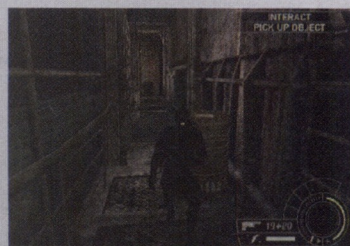
- NEUTRALISE ALL KIDNAPPERS ON BOARD SHIP – ECHELON
- RETURN AND TALK TO SARAH – ECHELON

OPPOSING OBJECTIVES

- FIND OUT WHO ORDERED THE KIDNAPPING – ECHELON

ELIMINATE THE 17 ENEMIES

1 There are 17 men to neutralise, the first is easy: edge to the right and wait for him to stand still, right in front of you and take him down.



2 Drop down at the back and head right, near the far end use the short ladder on the right to get up inside one of the crates. Head right and neutralise the man by the radio when he's parted from his friend.

3 Move right, out of the small gap and into the corner behind the light. Wait until his mate does a patrol and kill him with a headshot from your pistol.

4 Fire at the hanging light bulb so you can get down the corridor

unnoticed, then creep up to the man pacing around here and eliminate him.

5 Creep into the next room and he should be hiding behind a crate, since it's dark he won't notice as you aim for his woolly head.

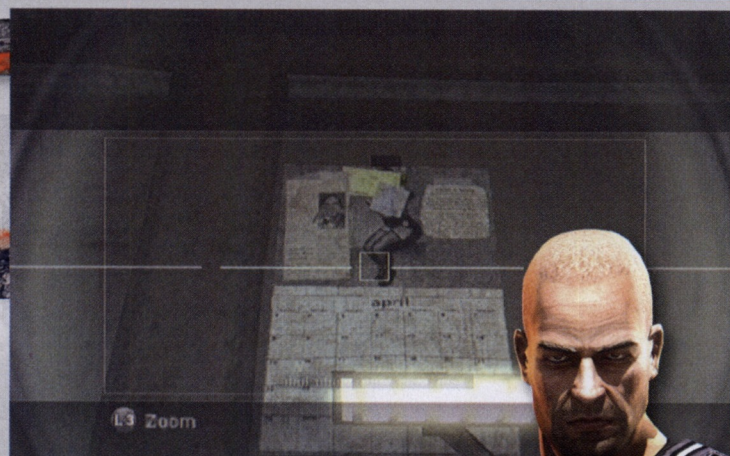


6 Exit through the small gap left of the light and walk gingerly to the end of the cargo crate. Wait in the dark for the guard to stand just outside and take him down.

7 Now creep up to the man peering at the desk and grab him. After he's been disposed of, pick up the keycard on the crate to the left of the desk and use it on the nearby door.

8 Move stealthily inside, making sure to close the door behind you, and take out the sleeping man with, oh the variety... a headshot.

9 Slowly make your way down the stairs and at the bottom you should be able to see one guard who's standing stationary outside a door. Use the Launcher to land a headshot and talk to the captives behind him.

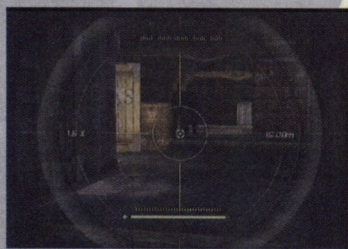


"There's always a naughty calendar in games these days, but the naughtiness is covered up, boo!"

10 Turn right down the dark hallway and grab the man at the other end. You can now interrogate him to get the opportunity objective.

11 Jump up where the fence is broken to avoid the light at the top of the steps. Now you can fire at the man standing halfway up the stairs.

12 Enter the crawl space on the other side of the open area and creep out towards the stack of two crates on the left. Stay this side of them and leap on the top, from here you can kill the man directly below on the other side who's whistling a happy tune.



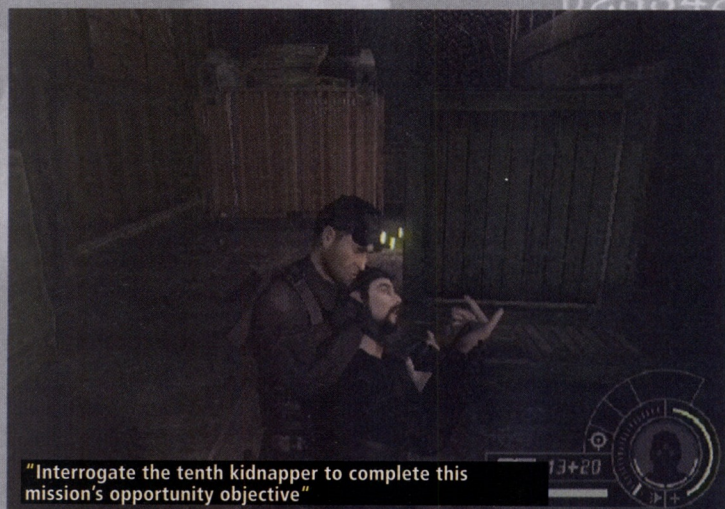
13 Sidle through the gap at the end and wait for the guard to pass, then down him with a headshot.

14&15 Walk right and around the corners until you reach total darkness and you can see the two men by the barrel chatting. Fire a sticky camera right beside them and knock them both out with its gas.

16&17 The final two are back at the top of the area: stay in the corner and headshot the first. This will alert the second who you can kill with another headshot.

RETURN AND TALK TO SARAH

Now all you have to do is run back to where you talked to Sarah to finish this bonus mission.



"Interrogate the tenth kidnapper to complete this mission's opportunity objective"



BONUS MISSIONS

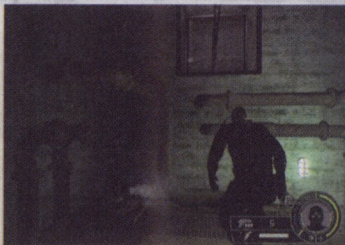
BUNKER - LOCATION UNKNOWN UNDERGROUND BUNKER

PRIMARY OBJECTIVES

ESCAPE BUNKER - ECHELON

Climb up the red pole in the corner (right of the door) and then shimmy left. When you see the vertical pole, shimmy to the left and pull Sam up into the vent.

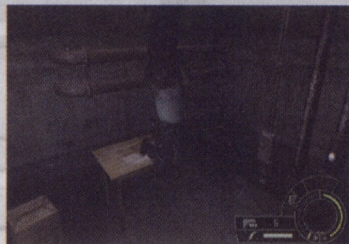
Make your way through the tunnels then jump and hug the tube on the ceiling of the green lit room. Grab the man looking at the desk in the next room before dropping down.



Exit the room, closing the door behind you and jump up then hug the pole above. Wait for the guard to walk underneath and strangle him too.

In the next room, after using the crawl space, creep around the back to the left so you end up in the opposite corner. Fire a single shot at the guard by the door ahead and look at your map to see when the man on the balcony isn't looking so you can proceed through the doorway.

Grab the flashbang and smoke grenades from the back of the next room and get into the water. After the blackout swim into the cage and climb up into the dark corner.



Use the red pipe to get to the ceiling and shimmy along until you're behind the man who looks like he's messing about with a pipe organ.

Drop down and strangle the mysterious wannabe musician. Open the door and watch the two men walk past, close it behind you and find the completely dark spot just inside on the right in front of the pole. When the men return, chuck a flashbang then attack them both quickly with **R1**.

Exit through the door the other side of the small pointless fence and head left. After another blackout, use the ladder at the end to get to the save point.

In the large room, grab onto the pipe above left of the entrance and use it to cross the room. Climb down the pipe into the small room below the stairs. Wait here until a guard looks in and take him down with a rubbery headshot. Take down his mate who stops just by the missile and hide both of their bodies.

Open the door at the back and lure the guard into the room. While he's distracted, head into the corridor he came from and run.

DANCING ON THE CEILING!

Everything will get very, very trippy now. Sam will start pondering the mysteries of the universe, small pixies will sprinkle magic dust into his goggles and a small pink and blue rabbit will dance around singing *Fat Bottomed Girls* whilst waving about a bunch of begonias. If only this was true, in fact the screen goes a bit swirly and all you've got to do is climb a ladder and enter a crawl space.

Find a hiding spot as soon as possible as two guards will drop from the sky. Take them down with a couple more rubber shots and you should have one, two or possibly no bullets left... gulp.

Now you probably should have realised now that everything has gone a bit topsy-turvy. But this shouldn't matter much to you. Go to the back of the room and get up the grating. Climb the pipe and exit the room towards the middle. Follow the pipes around and drop down. Move towards the blue corner and jump up into the watery doorway.



GAME OVER

There are three endings, and they're all dependent on if you let Enrica die, if you let the 1,000 people die on the boat and whether or not you saved Lambert's life. Here's the ending if you were a good guy. All three endings are similar however, because no matter how you play the game, Sam will always become a renegade and leave Echelon.



Enrica comes to see if Sam is okay, but she gets shot by a sniper.



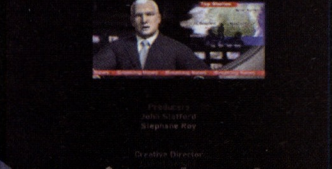
Sam does the cliché - he looks up to the camera and shouts, "NOOOOOOOOOO!"



He pulls out his radio communicator in a fit of extreme anger.



He leaves Third Echelon and becomes something of a rogue agent



A news report about how Sam saved the world is played over the final credits.

FURTHER PLAYING

If you liked this game, then try...

- 1 **Splinter Cell: Chaos Theory** (Ubisoft)
- 2 **MG53: Subsistence** (Konami)
- 3 **Splinter Cell: Pandora Tomorrow** (Ubisoft)

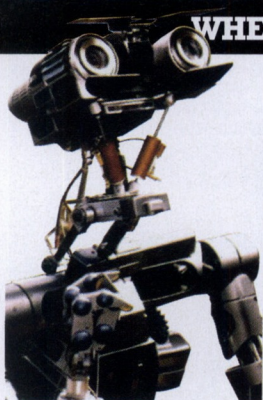
FINAL THOUGHT

Splinter Cell games have always been second fiddle to *Metal Gear Solid*. The gameplay can feel extremely linear at times, but the bonus missions do add variety. If you like *Splinter Cell* games you'll love this, but it'll probably leave the rest of us a little chilly.

"After entering the water, Sam will get really freaked out. You don't find out why until the end, so we won't spoil it"

short circuit

WHEN THAT GAME IS AGAINST YOU AND YOU JUST CAN'T WIN, JOHNNY 5 IS HERE...



Beat it...

Sometimes – not very often, but sometimes – cheating just isn't the way. Sometimes all you need is a manly hand on your shoulder and a nudge in the right direction. Or, in this case, a cold metal claw and a high-pitched shriek in your ear

JUST CAUSE

Dear Johnny, I have been playing *Just Cause*, which is a great game albeit buggy as hell. The one mission I am having trouble with is 'Field Of Dreams' where you have to destroy all the coca fields. What is the best method of completing this mission as I just get shot to pieces whatever method I try? Also, are there any cheats for this game – stuff like infinite ammo, health, all weapons, that sort of thing?

Paul Sena, via email

My built-in survival mechanism dictates that the best way to accomplish a task where apparent danger to one's self is concerned is to distance yourself from said danger as much as possible while still being able to carry out the task in hand. As such, look at your HUD map and you'll see numerous black dots that indicate vehicles that should come in handy for this mission. The northern-most dot is a gunship. Storm into this military base and steal it, then fly it back to the mission

zone. You will now be able to destroy all of the coca fields and the enemy hordes from the safety of the skies. Eidos has also informed us that there are no cheats for this game.

THE GODFATHER: MOB WARS

I am desperately trying to get hold of some cheats for this PSP gangster game. Any chance you can come up with the goods? Reece O'Donnel, via email

Well, seeing as you asked so nicely, these codes are so hot-off-the-press that even our 'PSP Just In' stop-press cheats page went to press before we got them. To enter them, pause the game at any time and then bash them in. There is a five-minute lockout once you have entered a code, which means you cannot enter it again for at least five minutes. Anyway, for full ammo, press **○, ←, ○, →, ○, R**; for full health, press **←, ○, →, ○, →, L**; and for an instant \$1,000, press **○, ○, ○, ○, ○, L**.

FORBIDDEN SIREN 2

Johnny, I have completed this, eerie horror game but am missing the following archive items: 013, 042, 065, 071, 094 and 098. Can you help me locate them please?

Lee Witherspoon, via email

Ah yes, the archive items you mention are only obtainable with terminator eyesight like my own, and a spot of twisted logic. Here goes: archive item 013 involves two steps. First, in the 'Kanae (-01:00) stage, take Shu to the lighthouse (on mission 2), go down the steps to the right in the underground passage and



Having difficulty killing the crops in *Just Cause*? Then use a bloody-big gunship and do it from above

opt to 'Save the Turtle'. Then, in the 'Mamoru Itsuki -03:00' stage, complete mission 2 as quickly as possible and if you get to the point where you find the medal fast enough, you will see the turtle and unlock the 'Yamigame' archive item.

For archive item 042, in the 'Ichiko Yagura 01:00' stage, after meeting up with Shigeru, don't go up the stairs to complete the mission, instead sight-jack around and you highlight the Shibito that is on the upstairs gallery of the Entrance. This Shibito is holding the archive item, the 'Trophy' and you basically have to chase and catch him in order to obtain it. Have fun because it's damn hard and an enjoyable mini-game in its own right.

Archive item 065 is linked to 064 in the 'Ikuko Kifune 08:00' stage. Inspect item 064, the 'Mbembe Cola Bottle Cap' and if you have a winner (keep repeating this until you do) then go and inspect the poster on the board next to the Rear Gate.

Archive item 071 is incredibly obscure. In the 'Takeaki Misawa 13:00' stage, once you have placed all the light bulbs in the basement, remove them all again and then go down the narrow passage between Weapon Storage #2 and #3. Face the wall at the end and then toss a smoke grenade. Walk towards the wall and when the prompt 'Inspect' appears, do so to obtain the 'Ke-uke-gen'.

Archive item 094 can be obtained in the 'Yorito Nagai 23:00' stage, simply inspect the name of the shipwreck.

Finally, once you have all of the archive items except 098,

you will unlock the secret third ending 'Soji Abe 24:00'. Watch this movie stage to unlock the 'National Times' final archive item. Phew, that's a lot of effort for a few tatty pieces of paper.

DEVIL MAY CRY 3: SPECIAL EDITION

I need your help in defeating the Jester boss in the fifth mission of *Devil May Cry 3: Special Edition*. His energy spheres keep flaming my ass. Hayden Fry, via email

Brrr. The mere mention of this boss' name causes my titanium toes to curl up. I danced into the night fighting this freak... and woke up smelling the sweet scent of success. You see he isn't really that hard, but you must know his attacks. His taunt stance is by far the most annoying because you cannot hit him with your melee weapon or he will teleport. Then there's

his portal attacks that involve him firing spheres out of portals that either attack you in groups, bounce randomly around the room or circle Jester.

He will usually begin the battle in his taunt stance, so fire your projectile weapon at him and this should cause him to dance and teleport across the room, before fanning himself with his baton. When he is fanning himself, blast him to hell with your projectile weapons. After this he will summon energy spheres from portals.

Move to the middle of the area to avoid these spheres and continue to pepper him with shots. If you see a green sphere among the purple ones, try and shoot it to be awarded a green

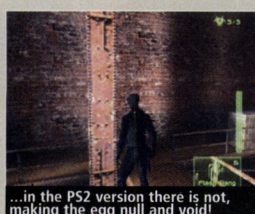
SPLINTER CELL: CHAOS THEORY

One of my friends told me that there is an Easter egg in *Splinter Cell: Chaos Theory* whereby you can trigger disco lights and confetti on one of the levels although he couldn't remember which one. Do you know anything about this? Mark Skinner, via email

My 'BS' alert lights have gone off the scale after reading this, Mark. Okay, yes, there is an Easter egg like the one you mention and it occurs on the 'Factory' multi-player level. Basically, you must go to the main hall and climb the ladder to the top floor (to a walkway with a box on it). Once there, jump onto the railing, facing the box, and then turn around. There should be a pillar to the left of the walkway with a pipe you can climb up. Climb to the top of this pipe, then slide all the way down and go to the main corridor that connects all three rooms. Here you will see the disco lights and confetti. The problem is, this egg only occurs in the Xbox and PC versions of the game as there is no 'pipe' in the PS2 version, as these screenshots show...



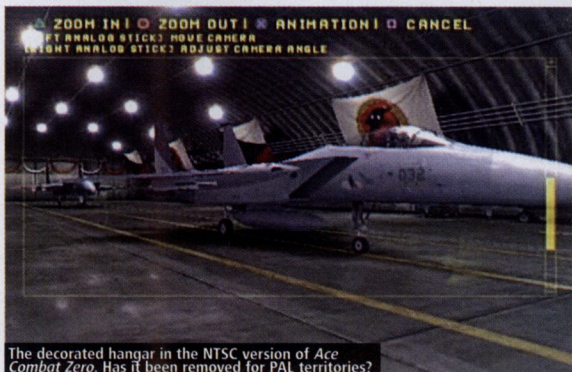
In the Xbox version there is a pipe that you can climb...



...in the PS2 version there is not, making the egg null and void!

GOT A GAMING PROBLEM?

Email shortcircuit@imagine-publishing.co.uk, or write to Johnny5 at Short Circuit c/o PowerStation



The decorated hangar in the NTSC version of Ace Combat Zero. Has it been removed for PAL territories?

orb. When only one portal opens, roll away from the outpouring of spheres as these will fire out towards you very quickly.

When you reach the other side of the area, start rolling back the other way and it is possible to run up to Jester directly after each sphere attack to score a few more melee hits while he is still surrounded by his force field.

Now for some additional, character-specific info. If you're playing as Dante, fire Ebony & Ivory shots at him while he is in his taunt stance and use Cerberus's Revolver on him when he is stunned. Use Ebony & Ivory while dodging his spheres too. If you're using Vergil, fire Summoned Swords while Jester is in his taunt stance and then use Beowulf's first two hits from the normal combo and chain into the Lunar Phase (or just do constant Lunar Phases). Hit him with Summoned Swords while dodging his spheres. Right, that's about all the advice I can give. Good luck!

ACE COMBAT: THE BELKAN WAR

I heard that if you obtain an 'S' rank in all 55 missions on 'Ace' difficulty then you'll unlock a new hangar decorated with Ustio and Galm team flags. Well, I've done everything – all six difficulty

levels, 330 missions with an 'S' rank and unlocked all other stuff but still no sign of a new hangar. Please advise.

Gunner Harris, via email

Hmm, sounds like one of two things – either there's a glitch in the PAL version that prohibits the new hangar being unlocked or some over-sensitive localisation types have removed it (the Ustio flag is fairly similar to that of the Czech Republic, you see). Can any PAL pilots out there shed any light on this?

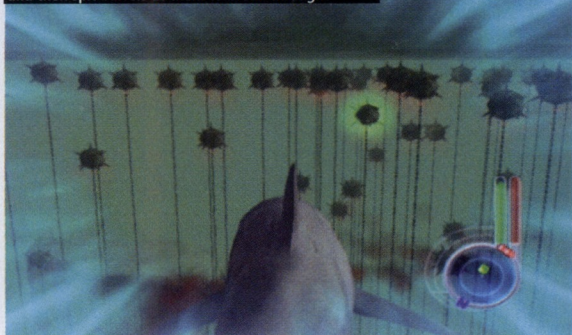
JAWS UNLEASHED

I waited ages for this game and now I want to snap the disc in two! I'm stuck on level nine, 'A Taste For Blood' as I just can't get past that goddamn mine field. Everywhere I turn I get blown into fishy chunks. Can you help guide me through it?

Steve 'Quint', via email

Right. Press **△** to activate your 'shark vision' and then look at the mines. Some will be glowing green, right? Swim down to the seabed and pick up a barrel, then spit this barrel at the chain of the glowing mine (as low down as possible to avoid the blast). Repeat this to slowly blow a trail through the mines.

Use your 'shark vision' to identify the special mines and then spit barrels at them to break through



Do you have a GTA-related problem? Has help gone to hell in a handbag? Then drop the wiseguys a line, they're always here to solve your problems and mock you to within an inch of your life



Head to Zero's RC store to grab some goggles...

Can you please tell me where I can find the Nightvision Goggles and Thermal/Infra red Goggles in GTA: San Andreas? I have heard that they are very rare.

James Milne, Southampton

FRANKIE SAYS:

Rare? I'll say they're bloody rare! Rarer than rocking horse sh*t that's been spread on bread and eaten by Bigfoot-rare. There are only three sets of Nightvision Goggles and four sets of Thermal/Infrared Goggles in the entire game. The easiest place to grab a set of Thermal/Infrared goggles is in Zero's RC shop in San Fierro and the best place to grab the Nightvision Goggles is beneath the staircase near the kitchen in Madd Dogg's Mansion. Incidentally, go to the Li'l Probe Inn with the Thermal/Infrared Goggles, equip them and look at the guy playing pool. He looks slightly out of this world, wouldn't you say?

Help! I can't seem to play basketball in GTA: San Andreas any more, why?

Simon Draper, via email

FRANKIE SAYS:

Dunno, maybe it's because you have girly-thin arms and can't lob the ball straight? More likely it's because you have saved at Madd Dogg's Mansion. This strange glitch is irreversible, I'm afraid. Well, I'm not afraid. Start a new game or shut the hell up.

I heard rumours that there are homeless guys in GTA: San Andreas with messages written on boards around their necks. Can you confirm or deny this and if it is true, tell me where they are? Thanks.

Simon Weston, Liverpool

FRANKIE SAYS:

Ha, yes, they exist alright. In fact, the first time I was tipped

off about them, I cruised the streets for hours trying to track them down. Not to offer them a manly hug and a few bucks, mind. No, I figured it was only charitable to put them out of their misery. The first bum is a down-and-out with a box on his head that reads, 'Keep Out' and a sign around his neck that reads, 'God is playing with us' and he can be found in the San Fierro suburb of Hashbury, lurking around at different times of day.

The second piss-swigger can also be found in this suburb and is easily identifiable by the sign around his neck that reads, 'Weel work for pot'. The last stool-sucking skank, who has 'Will bet for money' scrawled on the sign around his neck, can be found in Las Venturas. To be more specific, try looking around the back of Caligula's Palace Casino or the upper-north suburb of Creek, where the shopping centre district is. If you see them, tell 'em I said hi!

Please can you tell me where I can find a Tornado car in GTA: San Andreas?

Michael Thorpe, via email

FRANKIE SAYS:

Well, you've caught me on a good day as I'm having my back waxed later on. The Tornado (which looks like 'Christine' – that horror car from the Stephen King book) is very rare after you've eradicated the Vagos. However, if you hang around the East Beach area long enough they will spawn on the north/south highway.

What do I have to do to complete the 'Pole Position' asset in GTA: Vice City?

Marco Sveni, via email

FRANKIE SAYS:

Easy, just make sure you have enough cash, go into the room and then leave the game alone for ten minutes while all your money is sucked away!

FRANKIE SORTS IT!

Email cheatmachine@
imagine-publishing.co.uk,
or write to GTA Wiseguys
at Short Circuit c/o
PowerStation

EXTENDED PLAY

8 Things you never knew
you could do in...

GOD OF WAR™

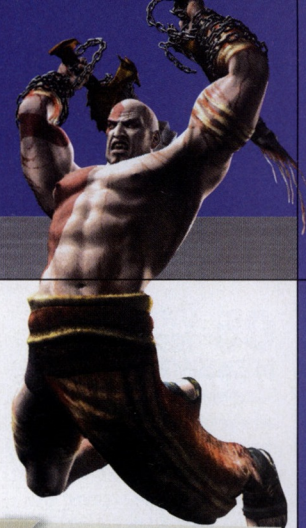
PlayStation 2



GOD OF WAR™



Welcome to Extended Play, the part of the mag where we revisit older games and unearth a collection of cool things to see and do. This month, at the request of Paul McGrath from Huddersfield, we return to *God Of War* and reveal a whole eight things you never knew you could do. Well, you probably knew about seven of them!



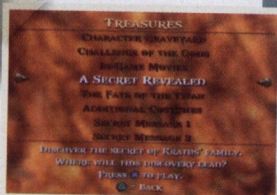
1 COMPLETE THE GAME

A bit of a cop out for an 'Extended Play' you may think, but unless you have successfully done so already, you'll be surprised at how hard this actually is. By completing the game, you will unlock many extras that lead on to further entries in this feature, so you'll have to do it at some point and it might as well be now.



■ Enjoy the plethora of godly extras you have now unlocked in the 'Treasure' category on the main menu.

■ Complete the game and enjoy the fabulous ending sequence. Done that? Good, now save.



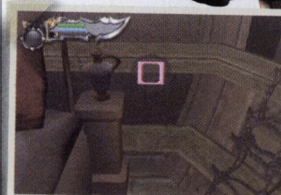
03 SEX GAMES

Some of you will have probably already found this, but for the benefit of those who haven't, there is some smutty mini-game fun to be had at the start of chapter 2 (The Gates Of Athena). When you start the level, you will be standing next to your bed on the boat, which just so happens to be occupied by two bare-chested lovelies beckoning you back into the sack. Jump onto the bed and then press the **○** button when the prompt appears. You will then indulge in some premier league rumpy-pumpy – all tastefully done off-camera – during which the focus switches to a vase on a table next to the

bed. By pressing the buttons indicated, you have to make the bed vibrate enough to cause the vase to fall off and smash. Your reward is a rather large amount of red orbs. And no doubt a big smile on Kratos' face.



■ Jump onto the bed where the bare-naked ladies are sitting and then press the **○** button when prompted.



■ To an audio accompaniment of groans and moans, press the buttons indicated to rock the vase off the stand for bonus red orbs.

4 COSTUME CHANGE

Complete the game once on any difficulty to unlock the 'Challenge Of The Gods' mode, then beat this to unlock five new costumes for Kratos. These costumes can only be used on a 'New Game' file and each one, aside from the obvious comedy value, has its own advantages...

02 SKY WRITING

This is the best and most well-hidden Easter egg in *God Of War*, one that occurs at the 'Temple Of The Oracle' stage. Basically, there are three points outside the temple at which you must press the **R2** button, here's where...



■ Climb onto the ledge to the left of the entrance (there is a chest there) and you should see a firefly to the right of the chest. Stand where the firefly is and press **R2**.



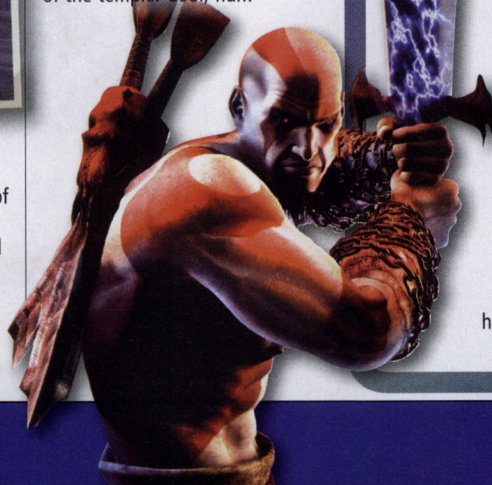
■ Jump down from the ledge and run to the gravedigger. Next to him are several piles of dirt. Stand on the highest pile (at the back, furthest left) and press **R2**.



■ Finally, run back across the bridge and then when you reach the two flaming torches at the far side, stand in between them and press **R2** for the third time.



■ If you have followed this procedure to the letter than the words, 'Surrender Kratos' will be written in the sky to the left of the temple. Cool, huh?



CHEF OF WAR

As the name suggests, Kratos is wearing a blood-splattered chef's suit with two large frying pans replacing his Blades of Chaos. While wearing this costume, blue orbs fill up his magic bar much quicker.



BUBBLES

In this costume, Kratos appears tanned wearing scuba shorts and attire with two large flippers replacing his Blades of Chaos. While wearing this costume, green orbs fill up his health bar much quicker.

TYCOONUIS

In this costume, Kratos appears in a white-collar business suit with two aluminium briefcases replacing his Blades of Chaos. While wearing this costume, you get significantly more red orbs from everywhere.



DAIRY BASTARD

Our favourite, in this costume Kratos appears in a pantomime cow costume with two large milk cartons replacing his Blades of Chaos. While wearing this costume Kratos has infinite magic.



ARES ARMOR

In this costume, Kratos appears in the armour worn by Ares in the game, with his Blades of Chaos remaining pretty much the same. While wearing this costume your defence and attack attributes are significantly boosted.

EXTENDED PLAY

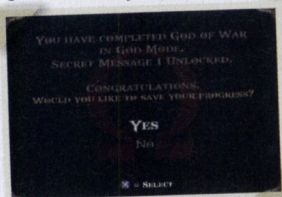
8 Things you never knew you could do in...

GOD OF WAR

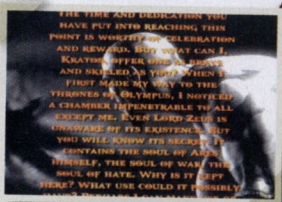
05 UNLOCK 'SECRET MESSAGE 1'

Scant reward for such an achievement perhaps, but this message is your only reward for completing the game on the 'God mode' difficulty (everything else can be unlocked by completing it on 'Spartan'). This secret is essentially a text message from Kratos displayed over a picture of Kratos facing Ares, although this secret worked slightly better in the American version of the game when you were given a series of numbers which you then had to unscramble into a telephone number to call and then hear Kratos talking to you. Once unlocked, 'Secret Message 1' will appear in the 'Treasure' section.

■ Complete 'God' mode, go on, it's easy. Ahem...



■ I completed 'God' mode and all I got was this lousy message!

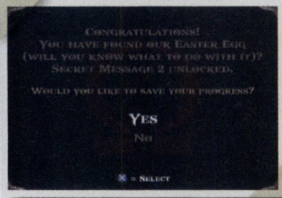


06 FIND 'SECRET MESSAGE 2'

You can unlock this Easter egg right at the end of the game while in the throne room at Olympus. Either side of the steps leading up to the throne are two statues – one of a minotaur, the other of Ares – your aim is to destroy both of these statues. Each one takes about 200 hits (use **L3** + **○** as your attack to get an on-screen hit-count) and once both have been destroyed you will unlock the comical Easter egg featuring a narrative of Kratos and David Jaffe, one of the developers. Once unlocked, 'Secret 2' will appear in the 'Treasure' section.



■ While in the throne room, vandalise the two statues either side of the throne. About 200 hits each should do it.



■ As soon as both statues have been destroyed, this message will appear – which in itself it rather cryptic...



■ The best thing about this secret is the dialogue between protagonist (who believes himself to be real) and developer.

8 GOTTA GET 'EM ALL!

To round off this feature, here is the complete list of unlockables and how to unlock them. You need all of these if you want to be a 100% god of *God Of War*!

EXTRA	HOW TO UNLOCK
Birth Of The Beast	Complete the game (any difficulty)
Challenge Of The Gods	Complete the game (any difficulty)
Character Graveyard	Complete the game (any difficulty)
Credits	Complete the game (any difficulty)
Deleted Levels	Complete the game (any difficulty)
'God' mode	Complete the game (any difficulty)
Heroic Possibilities	Complete the game (any difficulty)
n-Game Movies	Complete the game (any difficulty)
Monster Of Myth	Complete the game (any difficulty)
Visions Of Ancient Greece	Complete the game (any difficulty)
A Secret Revealed	Complete the game in 'Spartan' mode
The Fate Of The Titan	Complete the game in 'Spartan' mode
Additional Costumes	Complete the 'Challenge Of The Gods'
Secret Message 1	Complete the game in 'God' mode
Secret Message 2	Destroy the two statues in the throne room

MAKE US PLAY!

If you would like to see a particular game crushed under-foot, clumsily scraped off the cobbles by our fat fingers and then spread over a greater area than you ever thought imaginable, then get in touch. While it's true that not all games are as packed full of non-plot-related godliness as *God Of War*, we are confident that we can prolong the shelf life of any game you could mention.

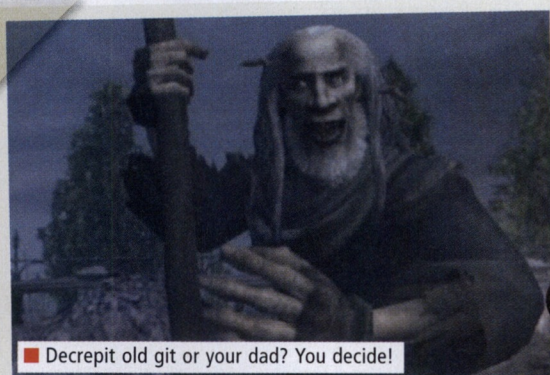
So if you would like to pump a current into a game that's long since flat-lined, email us at extendedplay@imagine-publishing.co.uk, or write to the address opposite. We await your command.

PowerStation EXTENDED PLAY

Imagine Publishing
Richmond House
33 Richmond Hill
Bournemouth
Dorset
BH2 6EZ

07 PHILOSOPHISE ABOUT THE GRAVEDIGGER

That pit-digger old coddler at the Temple Of The Oracle has caused something of a stir among the hardcore *God Of War* fans. Many believe him to be Zeus who, as we learn in 'A Secret Revealed' is actually Kratos' father. Fuel to this particular fire is added when Kratos is talking to the gravedigger and enquires who shall occupy the grave, to which the gravedigger replies, "You will, my son!" Of course, this could just be a figure of speech but a good conspiracy theory never hurt anyone!



■ Deceitful old git or your dad? You decide!



DIRGE of CERBERUS™

FINAL FANTASY VII

WHEN
MIDGAR DIED,
SOMETHING
SURVIVED.

Return to Midgar in this fast-paced action shooter from the makers of FINAL FANTASY® VII. Taking place one year after the events of FINAL FANTASY VII ADVENT CHILDREN, this new chapter in the cult saga features familiar faces and cutting edge gunfighting action. Follow enigmatic Vincent Valentine as he takes on a mysterious organisation of soldiers terrorising people across the globe. Customise your weapons and fight your way through the main story mode, as well as 46 action-packed bonus missions, in this optimised release. The fate of the world will be decided in a storm of bullets!

www.dirgeofcerberus.co.uk



PlayStation 2
SQUARE ENIX

YOU ARE:

Tony Montana

YOUR PURPOSE:

To gain back your empire

YOU CAN GET INTO CHARACTER BY...

1. Walking with a shimmy
2. Hitting on anything that breathes
3. Using profanities in every sentence

MECHANICS

Maximum Players:	1
Network Play:	N/A
Number of Levels:	5
Number of Bosses:	N/A
Card Space:	79KB

Say hello to your little friend! We guide you in procedurally taking the world as your own. Well, Miami anyway

SCARFACE™

THE WORLD IS YOURS

LOAD TIME

It's impressive how few there are considering the size of the game but when they do come, man it's a bore



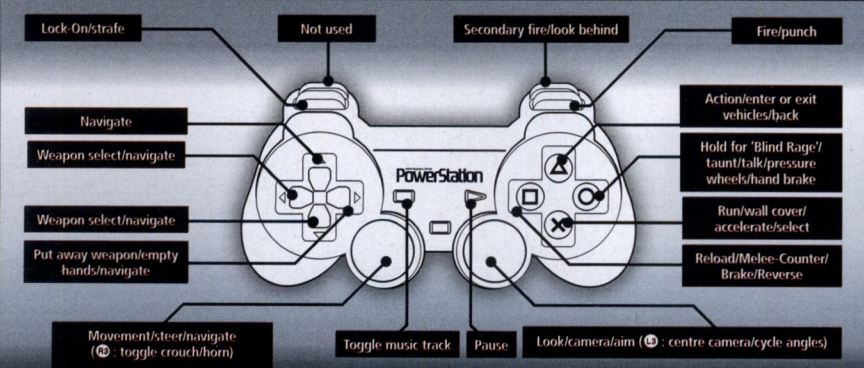
DIFFICULTY



Throwing a slew of attackers on you at many points in the game gives it a tricky edge...

BEST CONTROLLER CONFIGURATION

DEFAULT SETTING



SPECIFICATION

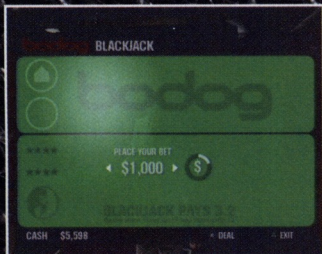
Development team	Radical Entertainment
Publisher	Sierra Entertainment
Official website	www.scarfacegame.com

10 THINGS TO DO IN... SCARFACE

THE WORLD IS YOURS



1 Wonder why Tony has no reflection at all... he really is the devil!



2 Gamble your life away!



3 Sleep like a baby in the blue screen of death.



4 Destroy the booze! How dare they tease us with it!



5 Take a piss, Tony needs relief too you know.



6 Fly a ship! Well a boat anyway with a spectacular crash.



7 Rotate the camera and get jiggy on the dancefloor.



8 Take a shower with some Latina honeys... in your suit?!



9 Decapitate pesky gang members as gruesomely as possible. Bye bye head.



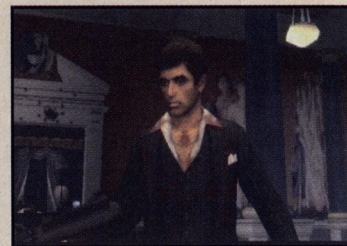
10 Try with all your might to get some action out the femme fatales.

INTRO

The game begins as the movie it is based upon ends: with Tony having his mansion ambushed and with next to little chance of survival. But, unlike the film, now we are Tony, and we're going to teach these cock-a-roaches a lesson!

THE RETURN

As you take control, burst into a blind rage by holding **○**, head out of your office and down the stairs, shooting everything that breathes. Down in the lobby a cut-scene is triggered and your task now is to get to your limo in the time limit. Head out of the mansion being careful not to shoot your henchmen (you'll know if it's a friendly by using your cross-hairs, as it won't turn red), taunt using **○** as you kill to build up your rage meter so that when you reach the grassy maze area you can use it to burst through with ease. There's plenty of time on the clock so don't let it rush you into trouble.

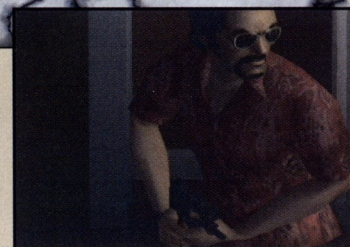


THE ROAD TO SOSA

Head to the Babylon Club in Downtown Miami to talk to Sheffield by stealing a car (get cars that have stopped at traffic lights, running in front of moving cars won't do you any good!) Simply head towards the yellow 'X' on your map and run inside, he's sitting to the right of the dance floor in the club. After another meeting in coconut grove, it's time to get to business.

GASPAR GOMEZ

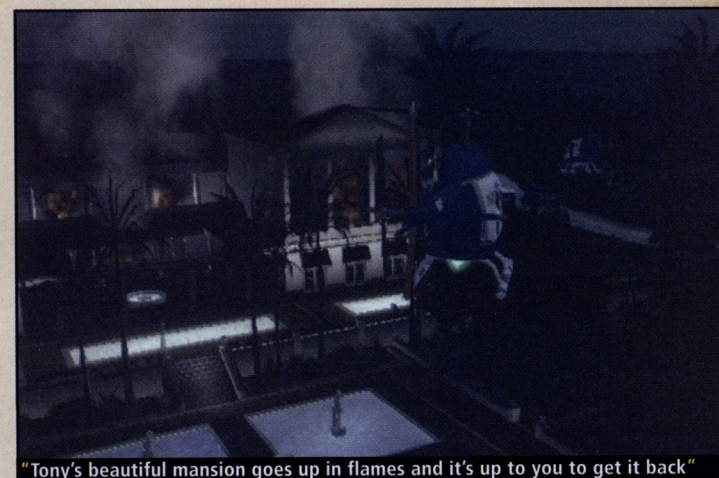
Your job here is to work your way upstairs. When running up the walkway with the white wall to your right, take your gun out and peer into the room beyond to shoot some guys by the pool. Now they know you're here, you can wait for the majority



of them to come to you; stay in the cover of this wall and progress slowly higher to take them out as they arrive at the top of the walkway. Feeling safer, here you can shoot the remainder of guards. Into the main area by the pool, look up and shoot at the balcony where more guys will be. Lock onto them and take them out, then progress to the right side ahead where there are couches and some pretty ladies sitting round the corner. Again, don't waltz straight in, hang near the wall and take out as many guys as you can here, then head through the room to the stairs shooting the remainder of people that will be left there.

Some guys up here have shotguns so make sure you keep your distance; they hurt at close range! Use your map to locate the red enemy dots as you work your way up to take them out before they surprise you. Once at the top, rough up Gaspar by punching him with **△** – once dealt with, nab some health by a window here upstairs and head down the way you came. Keep taunting as you kill to fill your rage meter and use it when available to make a run for safety, shooting guards for health refills. Down the walkway you came up, head into the elevator and then take a left. In the parking lot, keep to the left wall shooting the guys in the middle; again, keep an eye on your rage metre as it is always useful making a b-line for the van. Get inside with **△** and drive out.

Get onto the freeway to reach the bank. Look at the green road signs above it to check that you are heading towards 'Downtown' since it can be confusing with the turns you are presented with. Ignore the 'Wrong-Way-Driving' message too, that's just to notify you that you've been given balls points for driving in the wrong lane. Keep swerving and dodging around cars to avoid fire from Gaspar's men and you'll arrive at the bank to talk to Jerry.



DOWN TOWN

NORTH BEACH



CRACKING LITTLE HAVANA

It's a funny part of town, this, in that it is split into three areas, each accessible by only one road and each at the opposite end to the other. It can get a little confusing so make sure you press **L2** to check the 'Empire' status page to see exactly where you are. The short cut through the construction area behind Cabana Cigar is extremely handy, especially on route to Downtown and for losing the cops. Remember, though, that this will by-pass the car wash in the middle area of the town should you need it. As with any game like this, try and remember the roads. Remember the fastest ways out; when you have to lose the cops it's often imperative that you leave town. When in southern Little Havana, head for the roads that look like a right-pointing arrow as this will get you on the way to South Beach. When in northern Little Havana, use the construction Cabana Cigar short cut and straight out to head for Downtown.

TURF 1

LITTLE HAVANA

21 GANGS
3 FRONTS

FRONT 1

PEDRO'S PAWN SHOP

Speaking to the owners of fronts always leads to you doing a deed for them. Here you must drop off some cargo at three marked destinations. Be sure to keep your cop-heat low by driving safely and by not crushing civilians. Fix your van at the nearby car wash if you need. Return to the shop when complete, speak to the owner for your reward and buy the shop as your first front.

COST: \$50,000

FRONT 2

CABANA CIGAR

Your deed here is a boat chase. Watch the target's boat health carefully though, as you don't want to destroy it until you have the ten papers you need. Follow her fairly closely collecting the papers, then when you do have all ten, bring out the guns and take her down. Lock on with **L3** as you do shooting on foot and use **R3** whilst shooting to direct your aim to the woman driving the boat. If you don't get her, shooting the boat itself will eventually blow her up anyway.



Return to the store for your reward and to purchase it.

COST: \$75,000

FRONT 3

OAKLEY DRIVE-INN THEATRE

The Diaz gang are causing havoc here. Avoid crashing at all costs unless with other cars. It's easiest to take up a position to the side of the area at first and to shoot their cars, aiming at the drivers as they circle round and picking off any stragglers. Most effective in getting the drivers out is ramming into them; this will stun them out so you can shoot them dead. Do this near the movie screen or up one of the sides as they will crash head on with you as they circle round. Swap cars if yours gets low on health, but choose wisely; it's likely that those that are free will be those you've rammed! There's health and ammo to the right side of the actual building so refill after a little while. When the leader

arrives, aim your targets to the gunner on the back of the car, as he's the one that can hurt you. Lock onto the truck, shoot and refine your aim with **R3** to shoot him off. Stay near the building to avoid his fire while you wait for your opportunity. With him dead, you can rally off your ammo on the truck itself in safety to light up the sky and complete the mission.

COST: \$100,000

REPUTATION: LEVEL 3

HAVANA STOREHOUSE

Shoot the guards down, building up your rage with **C** and taking cover behind the many crates being wary of oil canisters; you don't want to be near one of them if it blows! Use your map to locate the guards again and once clear, head inside the small white building to shoot down the leader. Head back out and use the blind rage you should have by now to protect your coke vans. Take up position in the middle of the area and



TREASURE HUNTER



take them down. Keep an eye on the map again to see if there are any pesky idiots that weaselled through your fire and are destroying a van, though you only need to save one. All dead and clear – now the storehouse is yours, and for free too.

MIAMI DISTRIBUTION

The most effective way is to head straight out, continue up the long road and cut into the back area behind Pedro's Pawn Shop to get the stash of money there. Head out by the bank and take a left to drive straight up all the way into Oakley's Drive-In Theatre (watch your speed in here as you can cause a lot of damage to your car). Exit and take a left, continuing a way down this road till you can turn into a small construction area in the corner directly behind the last 'X' on your map. Slow down as you ramp over the mud hills, go around the building in the corner, down the alley, then right and down this alley for the last stash. Retrace back to the bank to launder your money inside.

GANGS

LITTLE HAVANA

Useful gangs to eliminate; whether they are those close to fronts or with nice deep pockets!

- 1 Behind Diaz Motors (\$50,000+)
- 2 Oakley Drive-In Car Park (\$35,000+)
- 3 Just out of Little Havana on the grassy area before Shady Grove (\$20,000+)
- 4 Along the road with the Battle of the Bands sign, to the back entrance of Cabana Cigar (\$30,000+)
- 5 Behind Bingo Friday's across from Diaz Motors. There are boats around back too, which you can shoot at (\$65,000+)
- 6 Back alley, opposite the bank and Pedro's (\$15,000+)
- 7 On the grass exiting Little Havana towards South Beach (\$30,000+)
- 8 Construction area behind Cabana Cigar (\$10,000+)
- 9 Park area, North East Little Havana (\$30,000+)
- 10 Behind Dance School, before the park area in 9 (\$30,000+)
- 11 Boat port under the bridge to Downtown (\$30,000+)
- 12 Car park near 11, just round the corner (£100,000+)
- 13 Alley behind Cabana Cigar (\$10,000+)
- 14 Behind Pedro's Pawn Shop (\$20,000+)



TURF 2

DOWNTOWN

23 GANGS
4 FRONTS

FREEDOM TOWN REDUX

The isolation in a desolate area leaves you vulnerable so there's only one thing to do... hide! There are plenty of large crates to scamper behind and wait for the bad guys to come to you. When the first guy does arrive, you need to kill him quickly and steal his machete (odds are the ones that will first venture behind the tight alleys behind the crates will be machete wielders, if it's a gunner you're going to take some hits). With a machete in hand, you can take out the rest that follow to your alley easier, taunting as you kill for rage fills and nabbing the gun off the first gunner you kill.

Now you are armed, you can start to peer out and kill the rest. When you build up enough rage, use it, holding © to rampage out of your hiding place and clear the area as much as possible. With any luck the guys on the floor will be toast; if not you can take them out from behind cover of crates again; there's health behind some crates in the centre of the area so don't worry too much. When they're dead you have guys that have scurried upstairs to deal with; again, use the crates for cover and use your map to locate them and shoot them down.

Next it's a boat chase. Keep close behind and have your finger firmly pressed on **L1** and **R1** to destroy it. Try not to overtake, as it's easier to shoot from behind.



FRONT 1

O'GRADY'S LIQUOR STORE

Your priority is to make sure you don't shoot many alcohol bottles, as you have to keep the store from being trashed. Try and clear out the central room and use the kills to taunt and get your rage up. When it's clear, focus your attention on the back door, when you see red dots arrive to it on the map, trigger your blind rage and take them down. Try not to kill

CRACKING DOWNTOWN

There are a few handy short cuts in Downtown; the first is using the back alleys behind Fidel's Records. Use this to escape quickly, southbound to Little Havana and to head quickly through to the central area of Downtown the opposite way. It's also handy that there are two car washes: one opposite the bank, which is ideal, and another near Fidel's. Use this one when escaping the cops. Another is the ramp that's around the left side and down the road from the Babylon Club, it speeds you right over to the bank, which is perfect if you have cop troubles. The turn in to the storehouse and dock to the north of Downtown is easy to miss; you have to turn in a way before the position on the map next to billboard signs and adverts – remember this. Ignore the construction area through the tunnel by O'Grady's except for a few visits for gang killings.

your henchmen throughout the mission, as they will help a lot. There are two doors into the store, though, so you will have to shoot in the central area again as more arrive. Keep moving and shoot down aisles not across them to avoid damaging the stock. A couple of attacks and plentiful rage uses later, you'll have done it.

COST: \$120,000



FRONT 2

FIDEL'S RECORDS AND TAPES

Chase down the tapes by ramming the car into its back or side. Wait for your opportunity; the car will eventually slow down or crash itself when it comes to traffic since he usually heads out of Downtown and down Shady Grove where it's easy to get stuck. Don't shoot the car as you chase either, as you don't want to destroy the tapes. When you have shunned him out, chase him down on foot and kill him.

COST: \$150,000

FRONT 3

U-GIN SHOTGUN BAR

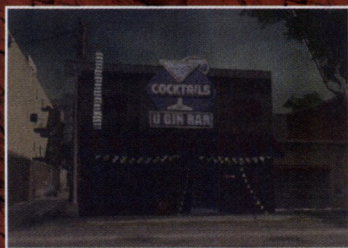
Quite a fun chase down race that's not too difficult. Sniping the owners ex-boyfriend can be tricky though, as it's your first hands-on with the gun. The trick is to be facing ahead of the area



Pause the game, choose 'Cheats' and enter the following.

Note: you cannot save the game if using one and unsaved date is lost.

FLYSTRT	CHEAT: Decrease Cop Heat
NOBALLS	CHEAT: Decrease Gang Heat
FPATCH	CHEAT: Fill Balls Meter
DONUT	CHEAT: Increase Cop Heat
GOBALLS	CHEAT: Increase Gang Heat
KILLTONY	CHEAT: Kill Tony
AMMO	CHEAT: Max Ammo
MEDIK	CHEAT: Refill Health
BLACK	Clothing: Black Suit Tony
WHITE	Clothing: White Suit Tony
WHITESH	Clothing: White Suit Tony with Shades
BLUESH	Clothing: Blue Pinstripe Suit Tony with Shades
GRAY	Clothing: Gray Suit Tony
GRAYSH	Clothing: Gray Suit Tony with Shades
HAWAII	Clothing: Hawaiian Shirt Tony
HAWAIIIG	Clothing: Hawaiian Shirt Tony with Shades
SANDY	Clothing: Sandy Shirt Tony
SNDYSH	Clothing: Sandy Shirt Tony with Shades
TUNEME	Music Track: "The World Is Yours"
OLDFAST	Vehicle: Spawn Ariel MK III
666999	Vehicle: Spawn Bacinari
DOZER	Vehicle: Spawn Bulldozer
MARTHA	Weather Modifier: Change Time of Day
SHAZAAM	Weather Modifier: Toggle Lightning
RAINY	Weather Modifier: Toggle Rain



you wish to be sniping before you go into zoom mode; it moves far too slow to move around more than a designated area effectively to keep following and shooting this way. Shoot a little ahead of your moving target to make sure you snap him right when he's in your view. If you miss and the target has moved significantly past your view area, exit zoom with **L1** and face towards an area ahead as before to try again.

COST: \$80,000

FRONT 4

BABYLON CLUB

Ensuring the safety of the club's VIP is no easy feat since he follows you religiously and walks right into fire. From his hiding place at the beginning, take out the assassins from just out the door as they come down the stairs, head in further to clear out some lingerers up those stairs, taunting for rage. You don't want to hang around here too long as more will keep coming, so when it's relatively clear make a run for the door beyond the landing on the left, the VIP should follow. You should hopefully have a rage to use now, so do so to traverse the corridors and head into the kitchen, clearing the path for the VIP. When outside with him waiting for his escape car, simply fix your sights on the steps to the left of the club's back door since the assassins have to use them to get to you. Keep firing and they'll happily walk right into it, not being able to get close enough to cause much harm.

COST: \$1,000,000

(Time for some Felix Leads, gang elimination and side missions to gain some cash!)

REPUTATION: LEVEL 4

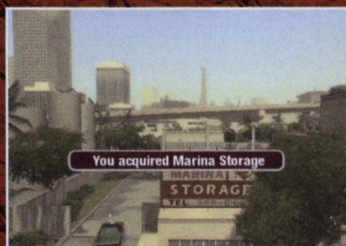
New exotics, larger island suppliers and weapons unlocked.

MARINA STOREHOUSE

Take out the bottom floor first, using the kills to build up your rage with taunts. There's health down here too. When you have a rage, use it as you work your way up to clear out the upper floor. More then come from round the back, use cover to pick off a few guards and taunt in safety for more rage. Use it to kill the



remainder. When cleared, the chopper will arrive; stay clear of oil barrels and keep moving, looking up at the copter and staying locked on continually shooting. Adjust your aim with **R3** to shoot the central bay of the copter to take out the gunners if you can.



MIAMI DISTRIBUTION

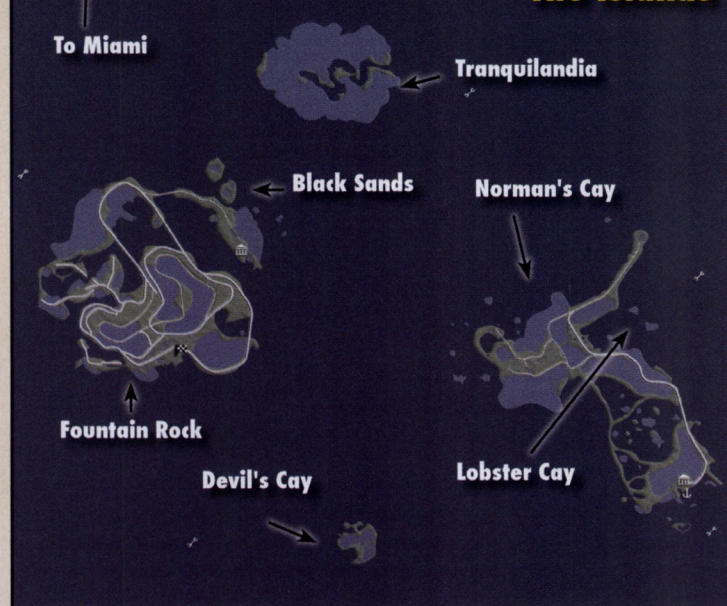
As usual, save the game by going to a bank if it hasn't saved already since there's upward of \$1,600,000 to be made if you get full coverage of your fronts. You're likely to face more front attacks this time, since it will take you longer to get around. Before starting, repair any damaged fronts via the 'Turf' menu option, and add security cameras and henchmen to them all if you can afford them. Choose your fastest but suitably armoured car (the Lakota Fastback is good) and visit your fronts in the following order: O'Grady's, U-Gin, Fidel's (via backstreets), Babylon Club, Cabana Cigar (via alleys), Oakley Drive-In, Pedro's, Bank.

GANGS DOWNTOWN

Useful gangs to eliminate;

- 1 Across on the fork in the road from Fidel's (\$50,000+)
- 2 Beach area round behind the bank (\$40,000+)
- 3 Behind U-Gin shotgun Bar (\$70,000+)
- 4 Behind road to left of U-Gin's (\$60,000+)
- 5 Underneath Little Havana Bridge (\$60,000+)
- 6 Right into Downtown and in gated car park area (\$50,000+)
- 7 Construction area through the tunnel near O'Grady's (\$65,000+)
- 8 Construction area further in (\$65,000+)
- 9 Downtown Marina Docks (\$50,000+)
- 10 On the bridge out towards North Beach (\$70,000+)
- 11 Behind Babylon Club down the middle road (\$60,000+)
- 12 South-west Downtown, far end of Babylon Club road, near Texan oil (\$20,000+)
- 13 Behind Hotel Mar (\$30,000+)
- 14 Back alleys behind Fidel's (\$40,000+)
- 15 Outside Marina area entrance (\$40,000+)

The Islands



THE ISLANDS PART 1

Just when you think you're halfway through the game you're introduced to how huge this game really is. It's time to travel to the Islands...

MEET THE SANDMAN

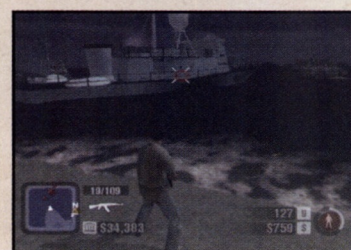
Buy yourself a boat and a Boat Driver in the henchmen option if you haven't already. Get to a dock (the anchor shapes on your map), call up your boat and head the long way towards the 'X' on the map towards East Islands and its Lobster Cay to meet the Sandman. After speaking with him and meeting Venus at her bar, you have to increase your reputation to 3,000,000 to progress and a good place to start is Devil's Cay. An 'X' will already be on your map for this small southernmost island, so head on over.



CONTRA BAND

Fill up your ammo from the weapons vendor and if you don't have one, buy an AK-37 or upgrade the one you have – it is easily the most effective and useful gun in the whole game. Speak to the man by the dock and get in the boat.

Cruise the ship on over to the boathouse; you shouldn't face much trouble. After the cut-scene, call up your best armoured boat that isn't too slow (the Pickelfork is a good choice) and take cover to the left side of the boathouse, safe from fire of the boat thieves. Get in your boat and catch up to them, don't



shoot the boat or get too close so that they can shoot you. When the pirates start attacking, concentrate on shooting them, but don't slip too far away from the target boat – keep your eye on its distance in the top right corner. Arriving at the island, leave the pirate boats and dock up on the beach, jump out and shoot the gang here. There are oil barrels by the car so shoot them if you're feeling sadistic to blow it up and the gunner on top, check the water for gang members too. When dead, stock up your ammo via the ammo box on the floor, and pick up the bazooka that they will have left before leaving in the drug boat.

Wait for the helicopter to fly overhead and then continue cruising straight, lock on with **L3** and shoot using your AK-37 aiming the lock-on towards the gunners in the cockpit with **R3**. It should go down eventually. Watch how far you're going on the map. The hard thing about this mission is the frigate waiting for you at the dock, so if you start to get close and the copter is still ahead, turn away from the Cay to finish it off first. Now leave your boat somewhere safe out of distance of the frigate; one under-water missile from it and you're toast. Continue on foot to the Cay and take position to the left of the frigate at the end of the beach. Give the frigate a blast from the bazooka, and then rally off multiple rounds from your AK-37 until it explodes. Collect your boat wherever you left it and drive it in safely to the Cay.



KIDNAPPED

Speak to a man in Venus's bar who tells you his daughter has been kidnapped. Run immediately to the top floor of the car park where she is held, shooting the idiots and taunting as you go – the stairs are round the back to the left. Use rage as you progress up the stairs and onto the floor where she is kept to shoot them all easily, making sure not to shoot her. When safe, get some health if you need here and work down floor by floor progressively, keeping near to the stairs so you prevent her from following and getting shot. When a floor is safe, make sure she does follow and take her back to Venus's bar.

GANG LAND

A new 'X' on the islands should be available after Contra Band over on the Western-most Island at Fountain Rock. Head there and speak to the man. Shoot him after the cut-scene, and run around the right side of the blue hotel. Here you can wait for the gang's attacks and take them out as they approach you round the walls. There are guys on the roof so make sure you take them out too. Taunt with **Ⓢ** for rage and get the health in the room round the front of the building for health. Make your way up the stairs to the left side of the building to kill the gang leader and the members up here on the roof. Use blind rage if you have it, otherwise shoot and run for cover – there's health up here so don't worry. Cars arrive, so mount the gun on the edge of the building and shoot them and their drivers down.



BAGGAGE CHECK

Speak to the Barfly Hotel manager and be ready to split your sides in fits of laughter at the mission at hand – kicking whores between the legs to see if they're transvestites! You're not allowed to kill them, so put your gun away and use **Ⓡ1** to punch them as you search. The trannies are brunettes with pony tails and plaid skirts; you'll know when you've got one so if you hit someone who isn't, just keep going till you do find them all and ignore their pleas to beat you up.

THE ISLANDS

PART 2

REPUTATION REQUIRED: LEVEL 5
(3,000,000 POINTS)

New exotics, larger island suppliers and weapons unlocked.

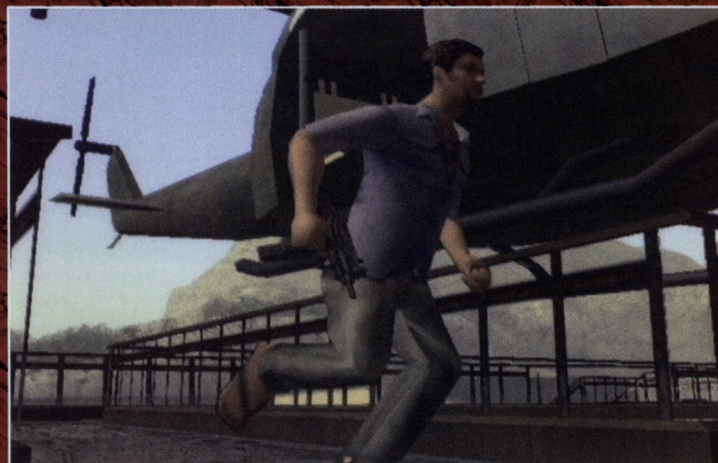
Head to the Casino Tanker at the Black Sands port of the Eastern-most Island and speak to the woman next to the cock-fight arena inside.



Work your way through the ship's deck corridors to your left, using your map to know where guards will show their mugs and filling up your rage as you kill. There are guys with shotguns near the end of this route so reload before turning the corner and take them out, taunting their death with **Ⓢ** if you need the extra rage. Heading down the stairs after here, use the blind rage you have to head through the doorway and shoot the guys in the room and on the stairs going up. Head down some other stairs first that are next to you for a big stash of drugs, then back and up the stairs ahead.

This frigate area is hell since they can shoot from all over. Use the AK-37 as usual with its far range and heavy hitting. Keep using **Ⓛ1** to lock onto different guards, kill them, and lock again. It's the easiest way to locate them, but keep moving to the far end of the frigate; you will have to go down and up some staircases, but keep your peripherals so not to get lost, heading in the same direction towards the far corner away from where you came in.

There are more drugs out here, so stash them away. Keep using rage and refilling it; use cover of the boats crates and always



"This guy is just waiting to die; he's wearing sandals for crying out loud!"

glance at your map to catch out the enemy. Reaching the second checkpoint, shoot the few guys that are down the deck way before taking cover on the left side away from sniper fire. Peer out when it's safe and shoot the sniper on the right, then dash across to the other side of the deck, take cover here and take out the one on the left. Head up the stairs they were guarding.

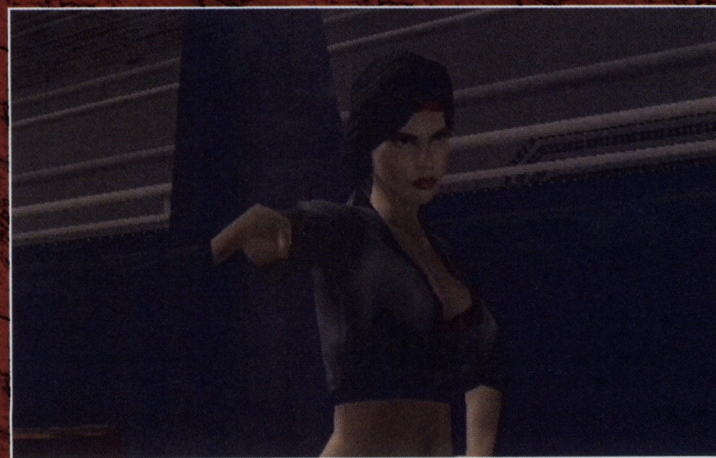
Snipe Contreras as he swims, not the boat. Remember sniper techniques: aim slightly ahead of your target and don't zoom in till you're looking in the relative area you want to shoot. Keep shooting and eventually you'll clock him in his bobbing head.

THE DOCK BOSS

Protect the oil and the dock boss. There are three stages to this...

ONE: Van Arrival – Stay close to the dock boss and help him kill the guys that approach to your left. Next, get to the new van that comes to the right side to prevent them getting to the oil, but check back on the dock boss to help him too.

TWO: Plane Arrival – Stay near the dock boss again and don't bother heading up to the helipad. Shoot up at the walkways where they arrive and watch the map for ones that do get down – progress along the deck to take them out.



"She may be putting out but check out that frown that screams 'don't mess'"

THREE: Boat Arrival – Dash to the walkway that leads to the boathouse – it's to the right of the hut with the health. Take position here and shoot the gang as they try and run up. There are more vans after this, so take them out as before, keeping close to the dock boss to protect him. If you see one of the oil barrels taking damage from their gauge meter on the screen, look for rogue red dots on your map and shoot the sneak who got to it. Not all barrels need to survive though.

THE INFORMER

Run down the squealer, leg it to the boathouse and call up a decent boat. Tail him, shooting the hell out of his boat so that he can't tell the DEA of your tanker deal. He is driving on top so pull up on the side of him; re-adjust your locked-on aim with **Ⓡ3** and clock him directly.

NACHO'S TANKER

This whole sequence is awesome. On the flight, use the map to pinpoint where the boats attacking your helicopters are coming from. Shoot them and try to aim with **Ⓡ3** to the onboard men, as destroying the actual boat takes a lot of lead. Don't worry if the support helicopter gets destroyed, you won't fail as long as you're alright! When there aren't any boats, aim to the bottom right corner as far as you can since that's where they are most likely to appear.

Circling the tanker, aim for oil barrels to explode them and the foes nearby. Keep your finger on the **Ⓡ1** trigger constantly and don't forget to issue some bullets to the floor below the top deck as there are guards there too. There's no success margin – just have fun, but the more you kill the better.

On the tanker, run straight ahead and shoot the guard that's on the walkway in the centre, head down the stairs and kill the dude straight ahead by the adjacent stairs, then head round the right side of the boat to where there's another guard. Diffuse the bombs when you're ready – the pressure makes it more difficult than it looks! Head back to where you started and

immediately shoot off the left side of the tanker at the boat that zooms past. If you're lucky you'll be able to get there quick enough to aim at the guys on board. Mount the gun at the very front of the tanker and aim to the side where the next boat is coming around (glance at the map) and pummel it till it explodes, again trying to get the drivers and gunners. Now this is what should've happened in *Titanic* instead of that flying nonsense!

The second bomb is down on the inner deck. Head down the stairs to where the first bomb was dealing with guards, there's a tricky one right under the stairs on the right. Now progress down the right walkway of the tanker peering over the edge to lock onto and kill some guards beneath, do this continuing further along the walkway, grab the health and move onto the stairwell that goes down. Stay and shoot in the gap here between the crates ahead, almost leaning over the side of the stairs to nab a few more kills. Proceed down, left, right and before going through and down the stairs here, trigger blind rage and proceed to finish off the remaining guards that are hiding behind crates. Be careful of the oil barrels and use them to your advantage, then diffuse the bomb when it's clear.



Last bomb – head back up to the top deck and to the back end of the ship (at the opposite end to where you started). Keep a rage in store for when you get there, kill guards on the way and taunt to build one up. Trigger the blind rage when you arrive as it is swarming with guards. Clear out the guards in this one blast out and then focus on the bomb, which is lodged on the wall on the corner (the pressures on, fail and it's back to the start!).

Killing the captain is fairly easy: head straight up the stairs near you, killing guards below and on the way for some rage and when he's in sight, blast him to pieces. Again, don't worry about all the other guards; just stay alive enough to kill the captain.

Returning at the dock, use your map to see where the guards are coming and be weary of advancing unless clear since they can hide behind the many obstacles here just as you can. Beware the oil barrels too; blow them up yourself as you're bound to get some unlucky sucker in the explosion.

SOUTH BEACH UNLOCKED



TURF 3

SOUTH BEACH

13 GANGS

4 FRONTS

FRONT 1

MACAU'S FAST FOOD

Protect the boat collecting the shark fins for Macau; aim to the bottom right at all times to catch the attack boats as they come into view and fire like crazy, but be careful not to shoot the collection boat. They attack in twos so destroy one boat then take out the other before setting back to bottom-right position for the next two on your hit-list.

COST: \$200,000

FRONT 2

CHI PESTO TRATTORIA

Peg it around the side of the restaurant and shoot the attackers. The key is to stay arm in arm with the manager as if you were married since you have to protect him. When cars start to arrive, lock on and shoot the drivers as they drive in. When the van arrives, follow the manager to the roof of the restaurant and shoot the new arrivals. Follow the manager inside the restaurant after a short while, and note the two entrances on opposite ends into the dining area. Watch the map for red dots at the doors to know which door to shoot and do so staying in the middle of the room. Use the rage you should have built up by now to refill your health. When there's just a few left, head out to their position and take them out to keep them away from the wounded manager.

COST: \$2,000,000

CRACKING SOUTH BEACH

This is our favourite area: it's small so it's easy to remember where you are and there are loads of fun gang confrontations that reward you with tonnes of money. The best thing is that it's easy to get to the bank to launder your dirty cash and save the game a lot. You're also never far away from the car wash to repair your vehicle. On top of that, it's easy to lose the pigs as you can simply razz it out of the area via the road with the bank, which takes you to two very fast roads where cops get stuck.

FRONT 3

SWANSONG HOTEL

Get to the tax man on the pier, shoot the flood of men that chase down from the comfort of your car to prevent cop heat and injury, and then head out along the pier to finish the rest. Put your gun away when not needed to again keep your cop heat down and get down to the boat, saying hello to some straggling guards here. In the boat, hunt down the guard boat using the same tactics as before – lock on, keep behind and drill it with the hot stuff.

COST: \$5,000,000



FRONT 4

SUN RAY HOTEL

Have a car ready outside the hotel before you start and prepare for some grade-A character play in the intro scene when you reach Jimmy's door – it's brilliant! Anyway, you must get out alive; two or three guys burst into the next room with shotguns, so whip your AK-37 out and deal with them before they get a chance to shoot you. Run down the stairs the way you came up and get into your car to chase Jimmy down. He heads out of South Beach and left towards Little Havana where it's a two-lane road and it's fairly easy to trap him behind traffic and blow him up. Keep locked on the whole time driving and shooting.

COST: \$5,000,000

INCREASE REPUTATION:

Needs to be over 6,000,000 points to proceed to the storehouse.



SHORELINE STORAGE

REPUTATION REQUIRED:

Level 6 (6,000,000 points)

New exotics, larger island suppliers and weapons unlocked.

The storehouse is locked so carry on a little way along in a well armoured car, past the entrance to find a very convenient mud hill; speed up it to fly gracefully into the storehouse like James Bond. Take that! Stay in your car and shoot all the guards then exit to head



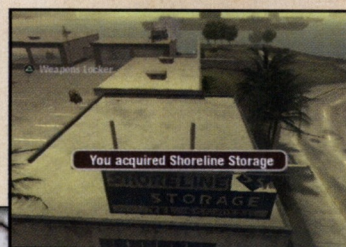
GANGS

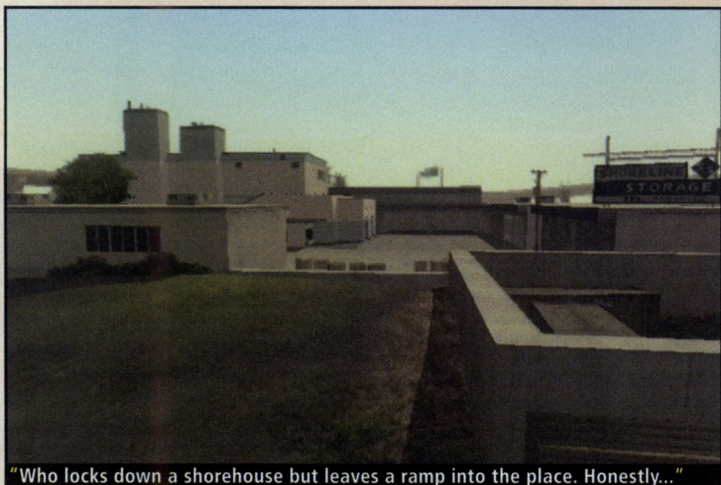
SOUTH BEACH

Useful gangs to eliminate:

- 1: Car Wash area by Chi Pesto's – careful of petrol explosions! (\$50,000+)
- 2: Next to Seaman Hotel (\$430,000+)
- 3: Next to 'All Nude Shows' and Macau's (\$50,000+)
- 4: Round the corner from Sun Ray Hotel. Some guys are on roofs too (\$2,600,000+)
- 5: Chi Pesto's Car Park around back (\$215,000+)
- 6: Behind Swansong Hotel (\$2,300,000+)
- 7: Swimming pool area in southern South Beach, centre of hotels (\$170,000+)
- 8: By 'Mele Casa', northern South Beach (\$220,000+)
- 9: Next to the bank on way out of South Beach – next to 'Sensations' Video store (\$2,000,000+)
- 10: Opposite Texan Oil (\$2,900,000+)
- 11: By house with double garage, far south of South Beach (\$1,200,000+)
- 12: Far south, downward triangle looking part of land, behind houses (\$500,000+)
- 13: Under bridge to North Beach (\$3,500,000+)

inside and rush for the stairs to your left. Shoot the guards that come down to meet you and look over the edge into the room to kill some of the guards here, but continue up into the office to kill the boss who occupies it. Use his office for cover whilst you build up your rage, peering out for a few kills and taunting, then use the rage to wipe out the remaining guards on the stairs and in the room. Collect the health to the right side of the room and head out back into your car. Shoot more guards noting the ones on the rooftops, then attack boats will turn up. Drive round to the dock where they arrive, keeping well away from the oil barrels and shooting at the boats. Keep an eye on your car's health though; if it does get low then get out and use it, standing a little behind as cover.





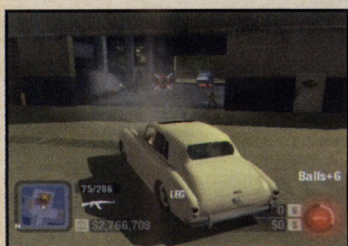
"Who locks down a shorehouse but leaves a ramp into the place. Honestly..."

DISTRIBUTION

Pick a fast car but with suitable armour like the Lakota Fastback, Bandit ST, Conick N29 or Pumah. If you're feeling lucky, try the fastest cars like the Fellini, Bacinari or Ariel MK III (if you have them that is; they're pretty pricey). Otherwise, if you want to slug it out, use the Ambassador, GS Wolhabend, Mojave or Albatross since their average speeds are decent enough, plus the added armour means you'll get around safely and be able to deal with front attacks in its safe interior. Cover South Beach first (with the suggested front order of Chi Pesto's, Sun Ray, Swansong, Macau's) and then head as fast as you can to Little Havana, starting with Pedro's, then Oakley's and so on as you did the first time.

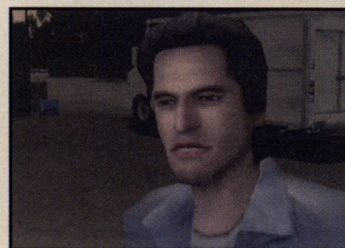
INDUSTRIAL DOCKS

Call up a well-armoured car like the Stampede or Ambassador and drive along the train tracks towards the checkpoint. Stop before crossing over the road, using its traffic for cover as you shoot out of your car at the guards across the way. Drive in when it's clearer to kill the rest, going all the way in to the warehouse. Drive back out to protect the driver, exit your car and use blind rage if it gets a bit hectic. Follow on to the next building leaving your car behind – stock up on ammo from its weapon locker in the trunk. Use your map to pinpoint attackers since it's tricky to see them with all the trains. Keep to the right and use the trains for cover. Use cover in the building, shooting up on the walkways to stop the overhead assault. Be careful of explosions that are bound to happen. Protect the second driver from the five or six guards that follow.



who will show his face very rarely and for short periods. When he does, fire the bazooka at him to damage him significantly, then it's a waiting game of shooting his guards and sinking in a few rounds every time he appears till he dies. If you get shot with the bazooka, head out downstairs for more health – if you haven't already died from it that is.

Drive the truck of coke to the Marina Storehouse – that's the one north of Downtown. Take a right and get onto the freeway where Gaspar's Goons will start tailing you. Hold **R2** to look back while holding **L1** to lock onto their cars to shoot them with **R1**, all the while swerving and dodging the traffic; this will blow them up or at least get them stuck. The storehouse is the first left off from his long road, then left again.



Call up your Fellini, or a similar fast car with decent armour, and head to Little Havana (your objective will change in a minute and you'll be heading the right way, trust us). Use the Fidel's Records short cut for the added edge and meet Mariel and her truck on the bridge into Little Havana. Protect her and shoot the gang members here, then get back in the van and make sure she gets in with you. Drive to Havana Storehouse using the Cabana Cigar short cut to lose some of the trailing cars, aim backwards again with **R2** to lock on and shoot them as they chase you down.

MIAMI DISTRIBUTION

Save the game at the bank and head back to Havana Storehouse for a tricky distribution of 15 keys. There are multiple ways to do this effectively

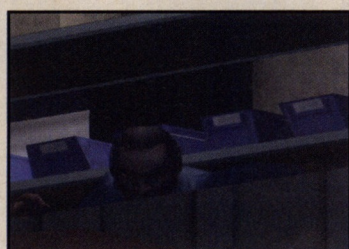
and it's a matter of luck which fronts the gangs will strike. I suggest collecting all of Little Havana first then heading up to Downtown and then taking the Industrial route up north around to South Beach since it's pretty speedy on the freeway and gangs can't damage you much if they can't keep up.

If they start to attack your hotels in South Beach though, haul ass and get there and reset the PS2 and start again – you do not want to repair a destroyed hotel, it will cost you in excess of \$1,500,000. There is \$10,000,000+ up for grabs in this distribution mission though, so it's your call.

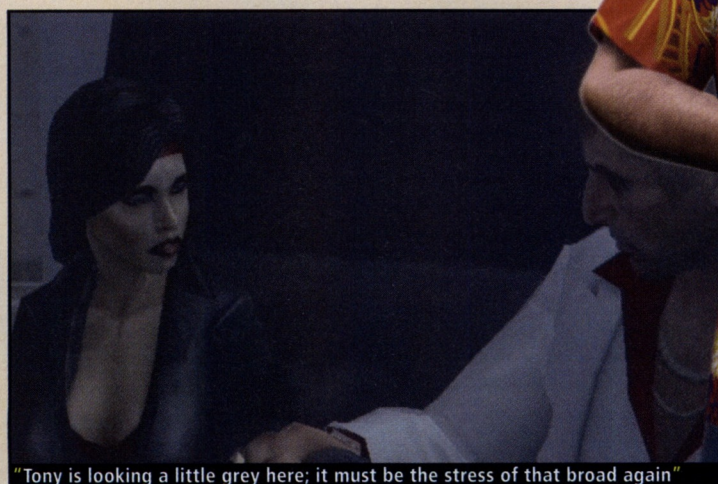
You have coke stored in your Downtown and South Beach storehouses now too, so head round to those after. The routes are pretty obvious, for Downtown head to Little Havana visiting fronts in reverse order from previous distributions and then to South Beach. Go the opposite way for the South Beach distribution.

INCREASE REPUTATION:

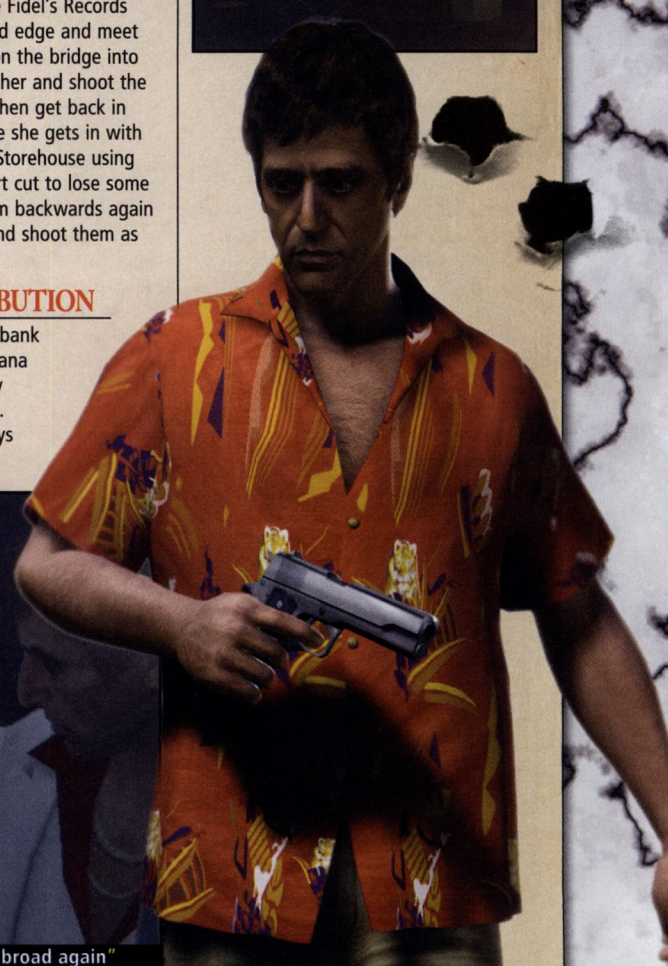
Needs to be 12,000,000 or more in order to progress.

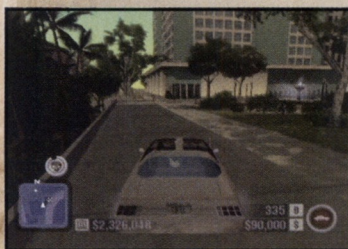


The leader here is annoying to kill; you're kept from getting close and have to lure him out to pick off shots. He also has a bazooka so don't stand in his view for too long. Use the cabinets for cover from his minions; it's also handy to have your driver henchman shooting, as it buys you time to shoot at the leader



"Tony is looking a little grey here; it must be the stress of that broad again"





TURF 4

NORTH BEACH

26 GANGS
5 FRONTS

REPUTATION REQUIRED:
Level 7 (12,000,000 points)

FRONT 1

ANGEL DUST DONUTS

You have to lose the cops – use your swerving techniques and backwards shooting via **R2** but keep switching back to keep your eyes on the road. Keep your speed up at all times since there are death defying jumps to make that you don't want to come up trumps for. Look ahead to see the yellow checkpoints you will be driving to so you don't lose your way. Other than that, stick to the route it gives you, don't crash head on with anything and just enjoy the cinematic video cuts you're treated with.

COST: \$180,000

FRONT 2

WHIPPET GAMBLING

Your orders are to retrieve the car in good condition, so be good boys and girls and don't shoot it! You have to stun the driver by ramming him, try and catch him on a corner or wait for your chance to pounce when he gets a little slow behind traffic. You have to shunt him hard enough to give you time to get out of your car and steal his. Sometimes he will come to his senses and drive away before you can. Keep trying though and you'll get it. Kill him when you have the car, and drive

CRACKING NORTH BEACH

Driving up the road away from Angel Dust Donut's, keep cruising till there's an end in the road where you have to turn right. Here in the corner on the left side of the fountain is the most helpful short cut ever; drive down it and it leads you right out by the bank. Again, it's perfect for losing cops and for just generally getting around faster – remember it well, especially how to find it the other way entering from the bank area. Remember also the fastest way to South Beach is via the freeway turning right out of the Shoreline Storehouse, not the freeway immediately after the car wash, as this one goes to Downtown.

off. If the cops are after you don't go into South Beach yet, the DEA will have road spikes all over if your heat is high, which is hard to dodge. You also can't take the car into the garage with the cops onto you. Instead, continue past and along the road towards Little Havana. The cops will eventually crash into something and you'll lose them at the high speeds you can reach here. Repair the car, if you wish, at the car wash by the redneck park before trekking it back to the South Beach garage destination.

COST: \$2,700,000

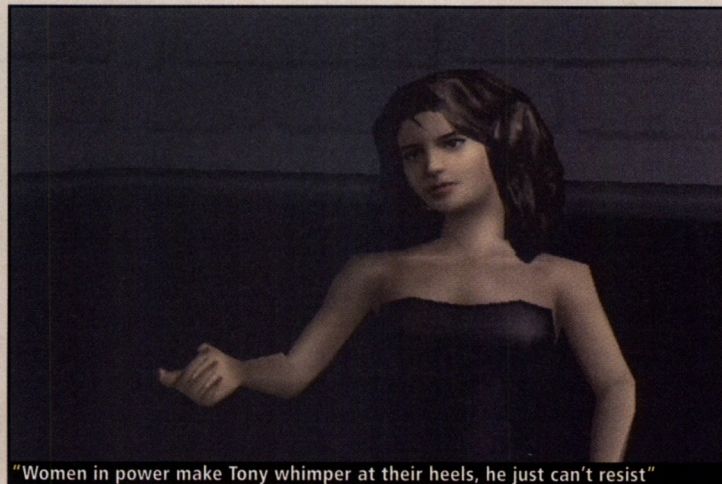


FRONT 3

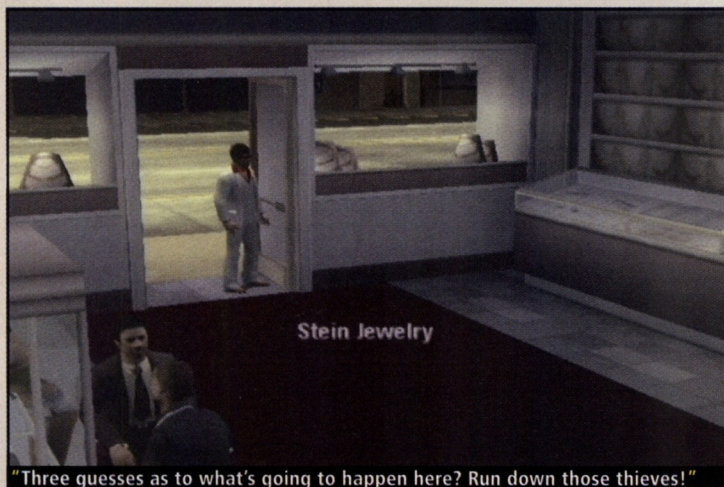
PENINSULA LOUNGE

Call up your weapons dealer and load up on ammo. You might also want to take out the gang that's around the back of the lounge first to prevent any unnecessary intrusion. Exit out the back entrance stairs after speaking with the mistress and have your gun at the ready for some chainsaw-wielding maniacs trying to decapitate you – which they will do if you let them get close enough. Kill them as you climb the stairs. Build up a rage by taunting them and the guys you will kill on the walkway outside, use the rage to get down to the dock and board the boat. Chase down the cop and burn his ass; make sure you're shooting his boat and not pirates' boats, since it's likely they will be around too and they're a waste of your ammo. Use the map to check you're shooting the red 'X' – he'll probably get caught between pirates and you can stop still and fire at will. Be quick to get back to the dock though, since the pirates will have caused some damage to your boat; you don't have to destroy them so just escape.

COST: \$7,200,000



"Women in power make Tony whimper at their heels, he just can't resist"



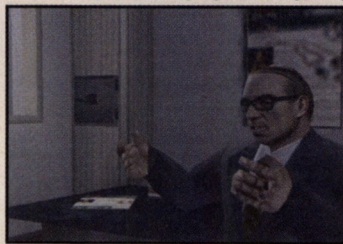
"Three guesses as to what's going to happen here? Run down those thieves!"

FRONT 4

STEIN JEWELLERY

We all hate jewel thieves so let's teach them a lesson. Drive to the bank, exit your car but keep your gun away until you just enter through the banks doors. Shoot immediately at the four or five gang members trying to rob it. Use the pillars for cover and the map to find any hiders so as not to shoot civilians. Put your gun away afterwards; you can't afford to be trying to lose the cops, since you will lose the gang and the location of their hideout.

Follow the straggling car, again not running over people to keep your cop heat down; it's likely one will be in front of the bank when you leave, so by all means try your luck at fast-talking him to eliminate the caution entirely. You don't have to be right next to the car you're following, just stay in range, don't shoot, and watch the map for where he's going. He does a few circles and pointless zigzags before getting



to the multi-storey car park hideout. Rev up to the top storey and wipe out all the robbers in the warmth of your car so as not to be hurt yourself.

COST: \$10,799,799

FRONT 5

COCO'S LOUNGE AND DISCO

Gaspar is a monster; he wants to flush the owner out since she can't afford paying him for protection from his own men! Two guys come straight in to her office so whip your gun out pronto and show them how it's done. Go around the back via the rear door (out by the blue and yellow flag) and up the stairs of the building outside. Pick up the sniper gun and look to face the green and white building to the left of where you picked up the gun across the road. The sniper is in the top-most window ledge on the corner.

Pick your AK-37 back up and head back into the office. Take up a position behind the desk opposite the owner and stand with your aim out the door. Here you can pick off all the attackers one by one as they try and reach the owner and it's also easy then to taunt and build up some rage. Get back on the roof for another sniping session, pick up the gun and use the higher section of the wall for some cover. As you stand to the right of it, zoom and aim around the top of the grey building; he's on the roof and is quite difficult to spot, especially at night. Get the health here if you need it, then it's back to the office for another behind-the-killing spree, then back up here for another sniper. Noticing a pattern? The next sniper is on the ground, across the road to the right, next to a tree. Use the left side of the raised wall for cover while you find him. Another trip to the office, same tactic but upon arriving back up,



you will meet the copter of doom. Pick up the missile launcher, aim ahead of its path, and fire. It's difficult to do, so if you miss, use your AK-37 or assault rifle to drill it down. Keep moving and don't attempt to go on the roof unless full on health (use blind rage on the office attackers before hand).

One last trip to the office, I promise, then it's back to the roof for the last sniper who is on the opposite side to the others, atop a cream building on the corner (to the right of where you enter onto the roof from the stairs), and then you're done!

COST: \$11,699,999



LEOPARD STORAGE

Stock up your weapons ammo, especially the AK-37 and assault rifle, then call in your Stampede truck. Drive it in through the gates and after the cut-scene get back in the truck as soon as you have control to wipe out the first seven or so guards from its protection (they will lock you in and your truck will blow up in the gates otherwise). Be careful not to shoot the four or five henchmen you will have helping you, remember what they look like from the intro cut-scene to be safe and always check your crosshairs to make sure it's red before firing. There are a few guys on the roof corner to the left so make sure you get them. Drive further in and use the oil barrels to help blow up their car arrivals, and then take central position in the area. Two gates will open with guards to your left and right; deal with the right side first and then the left since there are some tricky guards behind the crates here to the side.

When clear, exit your car and run to the highlighted gate to let more henchmen

in. Two helicopters arrive, and they are deadly. The best way to guarantee taking them down before they make you a bloody mess is to use the cover of the red crates next to the gate you just opened. Here, between two of the crates, you can look up into the sky and have a decent window to drill the copters with ammo as they fly over with minimal damage to yourself. Stay here the whole time; it will take two or three fly-overs of each helicopter to destroy them. Keep your eye on the map to know which side one will appear, then lock on and shoot.

DISTRIBUTION

There's a fair bit of money to be made but be prepared for a lot of front damage. Also be prepared to let one of your fronts be destroyed, as it will buy you the time to get round to other fronts. Stock up the security on all your fronts beforehand to buy the most time – with four or five henchmen on an attacked front, it will provide you at least some time to do the rounds. Just don't let them destroy your most expensive fronts. Pray that they don't attack your hotels in South Beach or even Babylon Club in Downtown whilst you're collecting in North Beach; if they do then either restart or get down there and kick some ass, but prepare to slug it out for the rest too as you backtrack. They will most likely attack your North Beach fronts first since it's the new area, so make sure you know your way around. Suggested front order for here is: Peninsula Lounge, Stein Jewellery, Coco's, Whippet Gambling, Angel Dust Donuts. Remember though, you don't have to get full coverage; you can bow out when you're happy with the amount you have collected by going to any banks highlighted spot to its side.

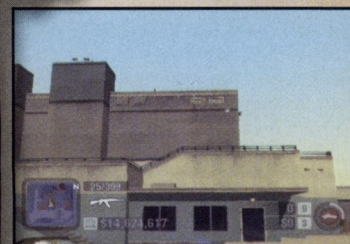
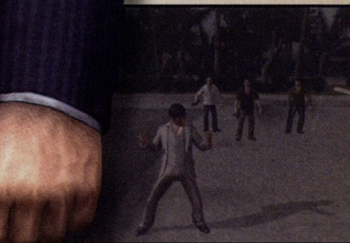


GANGS

NORTH BEACH

Useful gangs to eliminate;

- 1: Behind Angel Dust Donuts (\$250,000+)
- 2: Adjacent to rear of the bank near the tunnel (\$500,000+)
- 3: Back entrance of Peninsular Lounge (\$130,000+)
- 4: Car park area across from bank entrance (\$240,000+)
- 5: Outside Zanzibar and Mega Cuts, north-east of North Beach (£3,000,000+)
- 6: Upstairs, inside La Normande Hotel (by pool) (\$250,000+)
- 7: Underpass parking round from Normande Hotel (\$300,000+)
- 8: North-east coastline (\$190,000+)
- 9: North-west square corner – there's boats too (\$600,000+)
- 10: East side – opposite Leopard Storage just out of the tunnel (\$3,500,000+)
- 11: Behind Whippet Gambling (\$4,500,000+)
- 12: Behind car repair in housing courtyard (\$1,300,000+)
- 13: Back alleys and roof of Coco's (\$185,000+)
- 14: Under freeway near Angel Dust Donuts (£300,000+)
- 15: Round corner of storehouse, behind Cheers Café, west North Beach (\$100,000+)
- 16: Under bridge near Angel Dust Donuts (\$350,000+)
- 17: Park to right of bridge that crosses between south to north of North Beach (\$400,000+)
- 18: Circular grass area, far south of North Beach (\$240,000+)
- 19: East-side beach walk (\$200,000+)
- 20: Construction area near storehouse (\$470,000+)





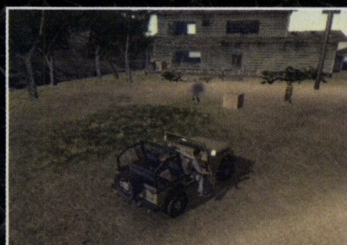
Boom! This section is great fun when you master the missile launcher*

THE SANDMAN'S PLANTATION

When you arrive at the location on the eastern-most island, call up the Odin VH88 van and ramp it up the hill slightly on the edge, up to the fence. This will act as an added barrier to stop any attackers reaching the henchmen you have to protect. Call up your weapons vendor and purchase a missile launcher and some ammo, then equip it from the locker of the van. Start the mission and cart yourself back onto the road facing the driveway ahead. With an assault rifle or AK-37 in hand, shoot the attackers as they arrive at distance, progressively making your way closer. When you see a car arriving, shoot as many men out the way from shooting you as you get out the missile launcher and blow it up. Continue this for the next three cars and following attackers; by using this technique you keep them from even getting through the entrance let alone near the henchmen!

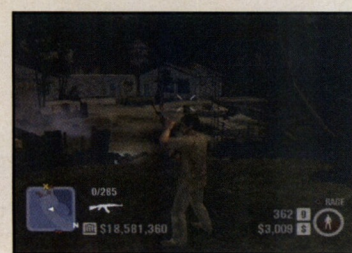


Once you're sorted here, get back in your van, reverse it around and rev it up the hill into the next area where the Sandman is. As you drive into the area, hold **LB** to lock onto the two or three guards that are already here trying to hurt him. Park your van now between some tyres in front of the wooden house; this will act now as a shield to the Sandman when he comes out to help the next slew of attacks.



Stock up on ammo again, including missiles, then head inside the house, nab the health to the right and speak to the Sandman.

Missile launch the car that first arrives to your right-hand side then aim up towards the roof opposite you, as a helicopter will soon come to drop off snipers. Blast it to smithereens as soon as it is in sight. It's tricky as it's very quick, so if you miss, take out the rooftop men immediately with your gun, otherwise they will cause you real problems. Use the missile launcher on the new cars that arrive, taking any free time to look up, lock onto, and pummel the helicopter. Don't venture too far out from the van area, as it is around here you are best suited to protect the Sandman; instead, always keep an eye on your map and the helicopter because it will land to drop off more attackers, most likely to the right side of the house in the trees. Pounce on the location when it does to eliminate the new threat and then get back to shooting it down.

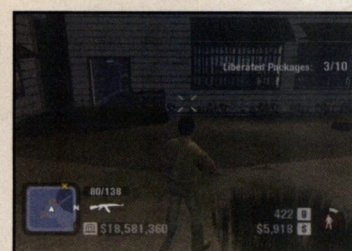


TRANQUILANDIA

Before sailing into the valley, try and take out some of the helicopters that scout the area. Don't worry about boat damage, there's a boat repair place here you can use before you're ready. Use it and stock up on ammo (hold **△** and toggle Tony's options when standing next to the boat to access its weapon locker). Sail into the valley, pausing in the opening to shoot a bunch of guys to the left and right (don't waste too much time with the ones on the right, they will infinitely keep re-spawning but use them to build up a blind rage). Sail right in to the barricade of the valley, and exit your boat to the left. Creep around the edge here and then use blind rage to burst into the area surprising the camp of men here. Make sure you get the men off the turrets. Take control of a turret when clear and shoot across the valley to the re-spawning men on the other side to build up another rage.

Grab the health in the hut if you need to before moving around towards where your boat is, run past it to the side over some stairs towards the next camp. Stay up on the hilly area when it's in sight, using the rock for cover to take out the men below. You should be able to clear the majority, but check your map to pick off any you missed. Search the huts here for drug packages – you need three – there are two in the two huts and one just outside.

Running on to the next camp, again, stay safe near the rocks, which are to the right this time, shooting the area as dead as possible. There are sniper guys on the wooden towers so when you traverse further in, be sure to lock them on and punish all of them. Free the hostage in the hut next to one of the towers to the right-hand side, and then grab the health.



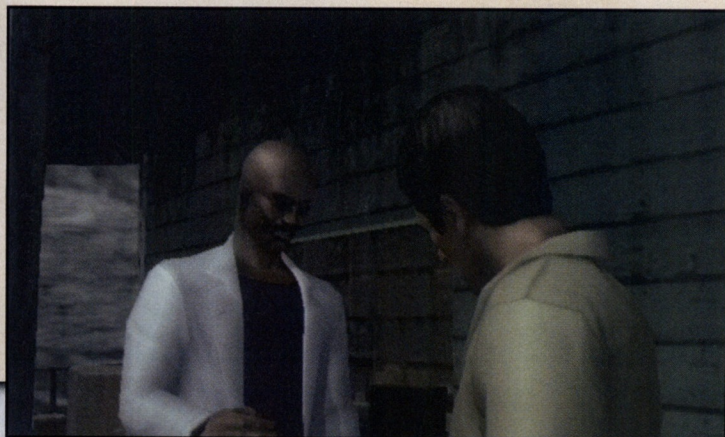
Again find the three drug packages in the huts and around the area.

Hop in the boat waiting and cruise it all the way to the end of the valley, stay inside and aim your sights to the hill where attackers will be charging. Lock on, use the map and pick them off. They shouldn't cause too much trouble; however, if they do manage to damage the boat significantly, make sure you get out and continue on foot since you need the boat to escape. You can take most of them out in the boat easily though, with just a few atop the hill left for on foot meetings with your gun afterwards. Grab the three drug packages, be careful entering the right-most hut highest up the hill, as it might have Columbians still inside to kill. Free the hostage in there, get some health and get back in the boat.

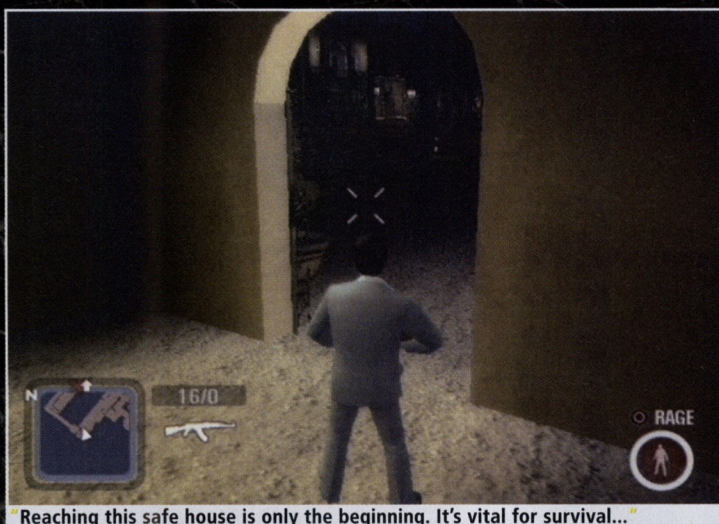
Cruise out as fast as possible ignoring the masses of Columbians that appear. Just use the map to see how the valley winds to get out as crash free as possible; lock on and shoot as you escape to pick off some Columbians, but don't let it affect your driving. Basically, get your ass out of there in a hurry! Fix your boat in the boat repair outside the island and bask in your success in the sunlit journey back to the Sandman.

INCREASE REPUTATION:

Needs to be 20,000,000 points or more to progress.



"This scene is the last with The Sandman and freedom from his pleas. Yes!"



"Reaching this safe house is only the beginning. It's vital for survival..."

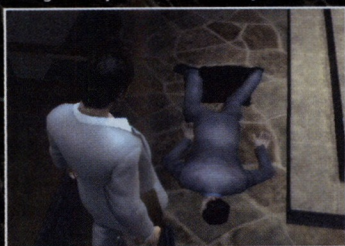
KILL SOSA!

REPUTATION REQUIRED:

20,000,000 points

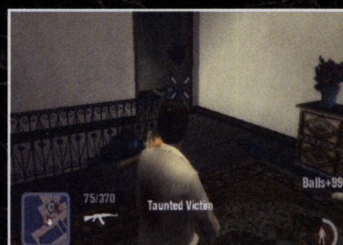
Jump in the flight plane for the final confrontation with Sosa in Bolivia. Watch the cut-scene and ready your thumbs. The action kicks to your control with at least a few dozen men gunning for your head and Tony in possession of a puny handgun (why he didn't bring bigger guns with him is beyond us, the idiot). Run left and shoot down the three men that are facing you, then pick up one of their AK-37's (our favourite!) and the ammo. This whole level is conquered by awareness and strategic rage-building. So, face the way you ran and walk backwards progressively to the wall. Shoot a few men ahead but then focus your attention left into the garden-like area; the closer they are, the more pain they cause. Shoot some men down, taunting all the time (the things Tony will say is music to your ears after a while!).

When close to the wall, turn your attention more to the left and the alcove a little way down since there will be guards here; take them down too and by now hopefully you should have a blind rage ready. Use it and run back along the front of the mansion, shooting all in sight but turn your attention to the balcony (near the front door) to shoot the men you saw dash out here in the cut-scene. Don't waste your time on shooting the man in blue in the middle – that's George and you can't kill him yet. To the



right side of the mansion, work your way into the far-right corner away from the mansion, across the garden area, killing and taunting as you go. There is a corner room here you can hide out in with some health. Use it to peer out and pick off the guards as they come towards you. Build up another rage doing this and use it to venture out for a more mass clear out. Keep doing this remembering to collect dropped ammo. When guards on the floor are accounted for, the next time you burst out take out the last few men on the balcony, which extends round to the left as well.

Progress up onto the balcony round to the front entrance and confront George. Kill him. Pick up his bazooka and head to the back door now across the other side of the fountains. Blast it through with the bazooka and head in. Drill some guards with bullets but your main goal is to get across the



courtyard, in the alcove and left down the hall to the bedroom. Stay in here and shoot the guards through the door as they attack, taunting again for rage. When you have it built up, trigger it and blaze a trail out, straight ahead and left up the stairs to end up in Sosa's dining room. Same tactics here – stand behind the dining table and aim out the door killing the guards as they try and come in. Five or six kills later, it's rage time again, so trigger it as you run out of the dining room and left, along the rooftops and around into a landing.

Don't go down the stairs here just yet, instead wait on the landing and use the door tactic again to build up another rage. When the time comes, bulldoze down the stairs using your blind rage to wipe out the few guards and chase down Gaspar to his death in the room at the end. Congratulations, you're about to finish the game! After a cut-scene meeting with Sosa, all you have to do is shoot him and view the hilarious end sequence...



"Check out your handy work after the onslaught! There's more to come though"

FINAL THOUGHT

Huge, challenging and wondrously tongue-in-cheek – Tony is our new hero. Die Americans!

GAME OVER

Tony meets Sosa...



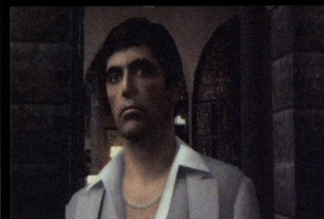
He can't take the waiting and unleashes terrifying rage on Sosa!



Sosa bleeds to death on his white settee... aww, poor cleaner.



Tony walks out with flair...



...and hits the Jacuzzi with his babe and champagne. Happy days!



FURTHER PLAYING

If you liked this game, then try...

- 1 Grand Theft Auto (Rockstar Games)
- 2 Just Cause (Eidos)
- 3 Reservoir Dogs (Eidos)

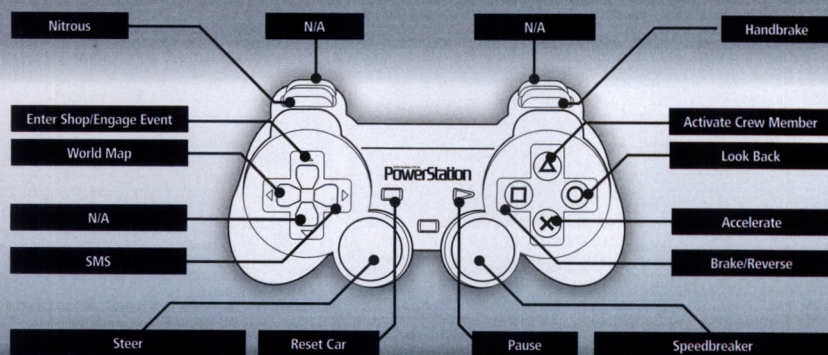


All Career mode races tipped with the best short cuts and advice to be a racing pro

NEED FOR SPEED CAFE RACER

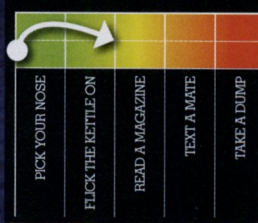
BEST CONTROLLER CONFIGURATION

DEFAULT SETTING



LOAD TIME

Free Roam mode means you won't be waiting too much for menu screens to load. It's generally satisfactory



DIFFICULTY



SPECIFICATION

Development team	EA Black Box
Publisher	EA
Official website	www.nfs.ea.com

CAREER MODE

After the dramatic cut-scenes and initial confusion caused by real human actors being featured (what the?!), you take control of your car and have to escape Cross, who is tailing you. There are a few turns but it's basically a straight run to the end.

PICK A CAR

The car you choose here will be very significant in the game, altering what parts and cars will be unlocked when you start to conquer territories. You can test drive each with .

Three Types:

MUSCLE

Car: Camaro SS
Best acceleration, lowest top speed and poorest handling.

EXOTIC

Car: Alfa Brera
Best acceleration, equal highest top speed and second best handling.

TUNER

Car: RX-8
Best handling, second in acceleration and equal highest top speed.

Important Note: We went with the Tuner, so unlocked parts and cars will relate to that in this guide.



TREASURE HUNTER UNLOCKABLES

Throughout the career you will unlock different customisation packages and items – these are listed in the guide. You also unlock some cars by taking over territories. Specific cars you unlock through actual races are below:

CAR:	UNLOCKED:
Dodge Charger	R/T Defeat Angie
Aston Martin DB9	Defeat Wolf
Lamborghini Murciélago	Win Deadfall Junction canyon in Canmoor Downs
Plymouth Hemi Cuda	Win North Broadway race in Starlight Strip
Dodge Challenger	Concept Win Desperation Ridge canyon in Silverton Refinery
Mitsubishi Lance	Win Journeyman's Bane canyon in Diamond Hills
Lamborghini Gallardo	Win Bowen Avenue speedtrap in Shady Pine
Audi Le Mans Quattro	Defeat Darius

MECHANICS

Maximum Players:	2
Network Play:	No
Number of Levels:	62
Number of Bosses:	5
Card Space:	290KB

FREE ROAM!

You can mosey on around Palmont City looking for trouble between races and to locate new races (though using the pause map is obviously easier), the cops and crews. You can enter races by driving to them and pressing . It's worth having a stroll around for cop chases since they unlock Reward Cards.



WINGMEN

NEVILLE

Type: Blocker
Car: Mazda3 MPS
Race Bonus: Zone heat doesn't increase after races
Career Bonus: +200 cash bonus per win
Use: He often falls behind but use him anyway to keep competitors blocked.



SAL

Type: Scout
Car: Mazda RX-8
Race Bonus: Winning races reduces police attention
Career Bonus: Unlocks Autosculpt body kits, hoods and roof scoops
Unlocked: After Kimei Temple
Use: Scouts are the most efficient choice for winning; switch to Sal when you have him.



YUMI

Type: Scout
Car: Mazda RX-8
Race Bonus: 25% boost to nitrous
Career Bonus: 10% discount on performance parts
Unlocked: When you defeat Kenji
Use: We love Yumi! She's the speediest Scout and is greatly enthusiastic, encouraging you by saying "Nothing to it but to do it!". Bless.



COLIN

Type: Drafter
Car: Porsche Cayman S
Race Bonus: Larger area behind the Crew member for drafting
Career Bonus: Unlocks Autosculpt wheels, spoilers, exhausts and chop top
Unlocked: After defeating Wolf
Use: He's a pretty decent drafter and a good choice if you can remember short cuts without needing a Scout.



DEFENCE RACES!

When you have occupied some territory other crews will attack your turfs by challenging you to races. These can be pretty difficult later on in the game and don't earn you much money. Funnily enough though, the game saves after a race, before you are challenged, so you could just reset your PS2 if you're not in the mood. Ssshh!



NIKKI

Type: Drafter
Car: Ford GT
Race Bonus: 50% boost to speed breaker and nitrous
Career Bonus: 10% on all car purchases
Unlocked: After defeating Wolf
Use: She's the game's female icon and that alone should tempt you if you like the drafters! She isn't as good as Colin though.



YOU ARE:

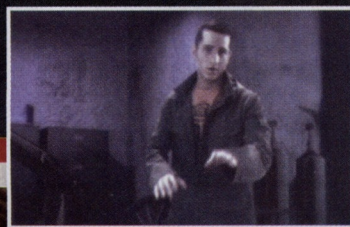
A mysterious returning speedster

YOUR PURPOSE:

To take over existing crews turf and avenge being set up, through the medium of race of course

YOU CAN GET INTO CHARACTER BY...

1. Pimping your ride with tacky flame vinyl's
2. Sitting in your car pretending it's a Lamborghini
3. Hanging about car parks late at night



TERRITORY 1: DOWNTOWN

MASON DISTRICT

RACE ONE:
MAIN STREET

Race Type: Lap
Controlled by: Kings
Length: 3.9 miles
Laps: 2
Cash Reward: 5,200
Unlocks: Brakes Tier 1 Street Package

There's one main lead-taking short cut to this course that comes into play towards the end of the lap. When you see some cranes, there's a 'stop' road sign that you can burst through to drive up a hill that will shoot you over the road and which lands you in a tunnel. It's a risk though, since landing edgily can topple your car or spin you backwards. Follow the leader at the beginning for a little short cut to the right, too.

RACE TWO:
LINCOLN BOULEVARD

Race Type: Sprint
Controlled by: Bushido
Length: 3.0 miles
Cash Reward: 5,200
Unlocks: Body Kits - Package 1
No real short cuts but some tight bends and a snake section. Use the grassy areas on corners for that extra inside line. Stay as straight as possible in the middle of the road for the snake section, turning only slightly to each side to cruise through. Use your brake for some of the tighter corners, keep wide and turn into them.

RACE THREE:
PARK DRIVE

Type: Speedtrap
Controlled By: Kings
Length: 2.7 miles
Cash Reward: 5,200
Unlocks: Nitrous and Tyres - Tier 1 Street Package

The first short cut is to the right side of the road where you continue straight up over a hill instead of around it. Don't take the path to the left about halfway

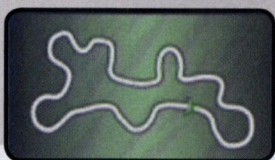
through with the red lit building though, it's pointless. The best ones are the short cuts to the right of the road - best of all the cut through of the large U-bend, shown clearly on the map.



HISTORIC CHINATOWN

RACE ONE:
KIMEI TEMPLE

Type: Drift
Controlled By: Bushido
Length: 2.7 miles
Cash Reward: 5,000
Unlocks: Wheels - Package 1
Fiddly, this drifting business; the best way to rack up drift points is to keep the speed bonus in the green and at worst in the yellow. Try as much as possible to stay in the yellow zones of the road and try not to swerve around like crazy, that's not what this is about. Drifting doesn't mean doughnuts and U-turns, so just keep your speed up, drive in the bonus zones and avoid the walls.

RACE TWO:
SILK ROAD

Type: Circuit
Controlled By: Rotor 4
Length: 4.8 miles
Laps: 2
Cash Reward: 5,200
Unlocks: Spoilers - Package 1
Using Sal as your Scout will identify some short cuts. There's a few little side lanes in the first half of the track - keep right for the first one. Near the end of the track there's a more prominent short cut; keep following Sal to nip into it, as it's quite a tight right turn that'll continue and jump you out to the start line. After the first lap, cuts will be dotted on your map by green lines.

RACE THREE:
CHINATOWN TRAM

Type: Sprint
Controlled By: Scorpions
Length: 45.0 miles
Cash Reward: 5,200
Unlocks: Suspension - Tier 1 Street Package

Keep right when you start for a handy slip up a hill. Follow behind Sal to find the next short cut that is again to the right-hand side, it's next to a hotel and a blue building and has a billboard above. Sal will mention an alley so listen out for it. There's one other main short cut, again on the right side nearer the end; Sal will mention a tunnel so keep him in sight to slip into it. There's a really nasty right turn at the end of the route; stay left and turn into it after dabbling on your breaks for a split second. If you're pulling out wide tap the accelerator to let off some speed.



OLD QUARTER

RACE ONE:
KNIGHT STREET

Type: Checkpoint
Controlled By: Bushido
Length: 4.2 miles
Cash Reward: 7,700
Unlocks: Hoods - Package 1
There's a sharp U-turn after the snake section so stay left and use your brake to turn into it. The rest is pretty straight forward and you shouldn't have much trouble getting to the end in time, provided you don't have a disastrous crash.

RACE TWO:
GOLD VALLEY RUN

Type: Sprint
Controlled By: Los Colibries
Length: 3.4 miles
Cash Reward: 7,700
Unlocks: Roof Scoops
No short cuts on this one, just a few sharp U-turns. Keep a watchful glance on your mini-map to see which way the

bends coming up are going to be turning and keep to the outside lane of them. The road slants so use the slope of the road to gain that added push of speed.



KINGS PARK

RACE ONE:
GARDEN BOULEVARD

Type: Circuit
Controlled By: Bushido
Length: 4.8 miles
Laps: 2
Cash Reward: 10,200
Unlocks: Transmission - Tier 1 Pro Package

Veer left at the start for the first short cut that will zip you into the lead (use Sal again as your wingman). There's also a tiny through road to the right just after this that you can nip in to avoid a turn. There's a big sharp right-hand turn soon after so keep left, tap the accelerator and turn into it, brake slightly if you have to. Later there's a short cut on your right after some smaller, but just as nasty turns; you should use your map to prepare for them.

RACE TWO:
KINGS PARK

Type: Drift
Controlled By: Bushido
Length: 2.7 miles
Laps: 2
Cash Reward: 10,200
Unlocks: Suspension - Tier 1 Pro Package

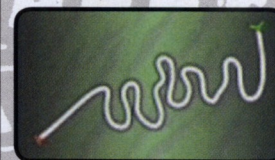
Bear in mind that to come first you're looking at a points earning of 130,000 at least. That means over 65,000 per lap. Keep a good high speed in the blue/green areas of the speed meter. Slight turns are the order of the day; turn into the first corner slightly to start the skid then gently gyrate the



steering left or right according to the turns. If you are creeping towards the wall, release the accelerator a little.

RACE THREE:
DEVIL'S CREEK PASS

Type: Sprint
Controlled By: Bushido
Length: 2.5 miles
Cash Reward: 10,200
Unlocks: Nitrous - Tier 1 Package
Hairpin after hairpin - you shouldn't be forced to use the brake though; releasing the gas for a short period turning into the tighter of turns should be sufficient enough. Just keep to the outside lane and keep your eye on the inner wall of the turn to cut into it and then switch sides for the next upcoming turn to do the same. Glance at the map to judge the size of the turns.



BILLINGS DISTRICT

RACE ONE:
MASON STREET

Type: Sprint
Controlled By: Scorpions
Length: 4.4 miles
Cash Reward: 7,700
Unlocks: Turbo - Tier 1 Street Package

Releasing the accelerator should see you through the first few bends; Sal will notify you of a park on the left so follow him into it, but be warned of the sharp left turn you have to brake for as you exit. You should recognise the short cuts later here; they are to the left like the park underpass that zips across the main road way and into the second section of the cut. Turns in general are easily accelerated through with pressure taps.

RACE TWO:
MASON FOUNTAIN

Type: Speedtrap
Controlled By: Rotor 4
Length: 3.2 miles
Cash Reward: 7,700
Unlocks: Nitrous and Tyres - Tier 1 Pro Package

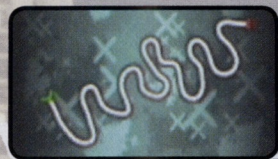
There's the handy short cut turning right into a small road by the sidekick mobile phone billboard you should be familiar with. Later on, burst through some wooden panels on the right-hand side, over the main road into another section to the end.



RACE THREE: LOOKOUT POINT

Type: Drift
Controlled By: Black Hearts
Length: 2.2 miles
Cash Reward: 7,700
Unlocks: Flame Vinyl's

This is stranger than previous drift races but a whole lot easier. Just cruise it as you would if it were a race, don't hit the walls, slide around the corners and release $\otimes$ to let off some speed should you be skidding a little wildly. Don't turn all the time, use the corners for your points – you don't need much more than 15,000 to win.



BOSS RACE: KENJI

He will keep pretty close on your tail but this isn't too difficult. There are just two short cuts you should use, which you will already be familiar with. The first is by keeping to the right of the road to head up the grey road hill. The second is the cut through shown on the map to avoid the sharp hairpin – brake as you enter and be careful not to collide with the walls. The rest of the track shouldn't need any braking, just release the gas accordingly and turn into the corners using the pathways on the inside.

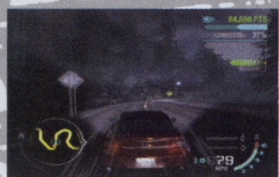
Cash Reward: 7,700
Unlocks: Turbo – Tier 1 Package



KENJI CANYON DUEL

The idea is, you gain points the closer you trail to Kenji, then he does the same in the second leg, only the points he earns in staying close to you subtract away from yours. Try and earn 250,000 points on your trailing leg, this should be enough if you drive similarly in the second leg to squeeze you through. Nearly all bends are sharp hairpins. Tap your handbrake on and off for some of the tighter ones; the wider ones can be handled with long releases off the accelerator. Do not risk hitting the yellow barriers aside the road though, doing so ends the challenge saying you've fallen off, which is sometimes a load of rubbish, the liars!

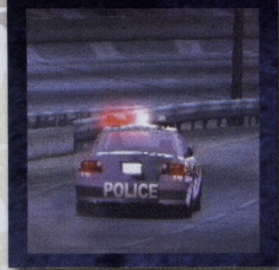
Cash Reward: 10,200



COPS?! HAUL ASS!

■ The cops sometimes catch up with you during races, and if they do, when the race ends you will have to lose them. The best way is to scout out pursuit breakers on your map (the orange triangles): these are structures on the roadside that you can knock down to create a roadblock and usually mean you can escape.

Once out of the cops' sight there are hiding spots on your map (shown by blue circles) to stake out around whilst the heat dies. Keep your eye on the backup timer shown in the pursuit bar in the top-right corner, because if you don't escape and cool down the heat before it ends they will be able to call in backup. ■



TERRITORY 2: KEMPTON

MORGAN BEACH

RACE ONE:

MORGAN BEACH OFFRAMP

Type: Checkpoint
Controlled By: 21st Street
Length: 2.7 miles
Cash Reward: 12,200
Unlocks: Stripe Vinyl's
There's a nasty sharp bend towards the end here, handbrake and skid into its inner corner – your speed will take a serious hit so don't hold it down too long. Other bends can be handled with acceleration releases. Keep an eye on the mini-map for when the track splits in two and take the right lane to give you a chance at this evil hairpin.



RACE TWO:

BEACHFRONT

Type: Circuit
Controlled By: 21st Street
Length: 5.0 miles
Laps: 2
Cash Reward: 12,000
Unlocks: Nitrous and Tyre – Tier 2 Street Package

There are three alleyways you simply must use. Use Yumi, your new scout, and follow her into them. They are all on the right-hand side; she will give you a heads up when approaching them all. There are some tight turns but if you turn into the pathway of the corners you can zip through them with releases of speed and slight taps of the brake.



RACE THREE:

DOVER AND LEPUS

Type: Sprint
Controlled By: 21st Street
Length: 3.4 miles
Cash Reward: 12,000
Unlocks: Metallic Paint

This has one short cut and one very nasty hairpin, with turns beforehand, that direct you straight into a wall if unaware. Keep glancing at your map to see it coming up, reduce your speed and turn the corners coming up to it to leave you on the right-hand side so you can sweep into its corner with your brakes. The cut is to the right-hand side in the first quarter of the race.



ESKURI PLAZA

RACE ONE:

ESKURI PLAZA

Type: Checkpoint
Controlled By: Black Hearts
Length: 5.5 miles
Cash Reward: 15,000
Unlocks: Transmission – Tier 2 Street Package

No helping alleys or sneaky routes for this really, it's all about corner taking and keeping your speed up. Release speed and use your brake where appropriate to how you last found you handled the corners. Use the pathways again for that extra inside. Near the end you can crash through the gates on the right for a little helping hand with the corner into the drainage area.



RACE TWO:

KNIFE'S EDGE

Type: Drift
Controlled By: 21st Street
Length: 2.4 miles
Cash Reward: 15,200
Unlocks: Hoods – Package 3
You need to reach about 20,000 points to be in with a chance. This is difficult seeing as the road is thin and there aren't many turns. The trick is to get up your speed and then tap off the gas a little to start swerving to curve down the road. Wait for corners to start them off so your speed reduces

a little first. The bridge area towards the end is wider, so use it to get a last burst for a big score.



RACE THREE:

ESKURI WAY

Type: Speedtrap
Controlled By: 21st Street
Length: 3.6 miles
Cash Reward: 15,200
Unlocks: Candy Paint

You need to accumulate a speed of about 645mph by the finish line, so keep your thumb off that brake! Brake only in emergency, you can only afford probably two hits into the walls. There are two short cuts you should use, both turning to the left and cutting out a sharper corner.



KEMPTON HOLDINGS

RACE ONE:

STONEWALL TUNNEL

Type: Speedtrap
Controlled By: 21st Street
Length: 2.3 miles
Cash Reward: 15,200
Unlocks: Brakes – Tier 2 Street Package

You need 630mph score for a chance at this. You won't need your brake except for the last turn; getting through the checkpoint after it with a speed of 80mph should be okay, so long as you've tallied up a lot beforehand. There's a short cut through a tunnel on your left a little way along the drainage area to nitrous through with $\otimes$. Speaking of this area, use the second archway along to drive under, there's a huge rock hidden on the most inside arch.



RACE TWO:

PETERSBURG DAM

Type: Sprint
Controlled By: 21st Street
Length: 3.7 miles
Cash Reward: 15,200
Unlocks: Wheels – Package 2

There are two little nip-through short cuts, both on the left-hand side. The track isn't too wincey though; slides (letting up off the accelerator) should cruise you through most of it.



NEWPORT INDUSTRIAL PARK

RACE ONE:

NEWPORT TRAINYARD

Type: Speedtrap
Controlled By: Rotor 4
Length: 4.4 miles
Cash Reward: 18,200
Unlocks: Nitrous – Tier 2 Racing Package

820mph or more should see you through; there are 8 checkpoints so speed recordings of over 100mph should do. There's one really helpful short cut on that excruciating left turning hairpin I'm sure you'll recognise; if you crash through some gates here it eases the turn off considerably.



RACE TWO:

MISSION STREET

Type: Sprint
Controlled By: 21st Street
Length: 3.5 miles
Cash Reward: 18,200
Unlocks: Wheels – Package 4

If you haven't already done so, upgrade your car's performance with all the cash you've accumulated by now; max out its speed, acceleration and handling with the Pro packages you've unlocked, as it will help with the relentlessness the cars that are starting to show. There are one or two tight hairpins so stay wide, press off and on the gas to start a slide and tap the break to ranch through.



RACE THREE:

DEVIL'S CREEK PASS

Type: Sprint
Controlled By: 21st Street
Length: 2.3 miles
Cash Reward: 18,200
Unlocks: Iridescent Paint

25,000 points are needed here. You know the score: keep your speed up in the blue and green levels of the speed meter, avoid the walls, and tap the accelerator to keep in control and stop veering wildly into the sides.



THE PROJECTS

RACE ONE:

FOUNDRY ROAD

Type: Speedtrap
Controlled By: Inferno
Length: 2.7 miles
Cash Reward: 12,200
Unlocks: Exhaust Tips

About 500mph will get you to the top rankings of the speed trap readings; that is near 100mph for each if you want to track yourself. Use nitrous with **L** to razz through the straighter checkpoints. Don't bother with the short cuts – there's only two and they're not great, plus, the grittier driving surfaces of them actually bring your speed down.



RACE TWO:

WATERFRONT ROAD

Type: Sprint
Controlled By: Inferno
Length: 2.7 miles
Cash Reward: 12,200
Unlocks: Spoilers – Package 2

There are two useful cut paths for this sprint: the first is that tunnel in the drainage area, this time to the right-hand side since we are driving in the opposite. The second is at the 70% completion marker (top right of screen) and cuts in the middle of where the road forks into two roads that circle around and back to the centre.



RACE THREE:

DOVER STREET

Type: Circuit
Controlled By: Inferno
Length: 7.0 miles
Laps: 2
Cash Reward: 12,200
Unlocks: Chrome Paint

Long-winded and lacking short cuts. Turns aren't too bad thankfully; you can handle most with slides and cooled off acceleration. Nip underneath the doughnut shop to nip off a bit of time, knocking down the panels if you wish to create a block in the road. Use your nitrous on straight sections.



BOSS RACE – ANGIE

Race: Kempton Docks
Controlled By: 21st Street
Type: Circuit
Laps: 2
Cash Reward: 15,200
Unlocks: Turbo – Tier 2 Pro Package

She takes and keeps a spirit dousing lead, but don't worry, just persevere. Take an immediate right for the only short cut in the race. The hardest thing then on is nerves of steel; it's a long race and it will probably take you till halfway around the second lap to overtake her. Don't use your brake unless you have to, such as arriving at the sharper bends towards the end of the lap. Just slide around most corners though, with releases and taps on the gas. Use your nitrous with **L** on straighter sections.



BOSS CANYON DUEL

Cash Reward: 18,200
Unlocks: Dodge Charger R/T

She may be one sexy chick but she's no match for us. Rack up a score of 130,000 on your trailing leg and race to similar skill in the second leg to just about make it through. There's a straight road section about halfway so try and overtake her to really get some

point advantage. There's a nasty left turn soon after though, so be prepared to use your brake on it; you don't want to fail because you hit the yellow barriers. Use the sliding and letting go of the gas technique you've used in Drift races so far to cruise around the other bends; check the outside wall as to whether you can afford to hit it (ie not a yellow one!), it sometimes works better to glide off of walls than to brake.



THEY GOT SKILLS TOO!

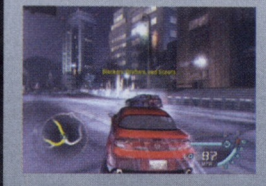
■ Throughout your Career you will unlock Wingmen; these are drivers in your crew that you can use during races to help you out. There are three types: Blockers, Drafters and Scouts.

■ The Blocker is pretty self-explanatory: press **△** at a time there's a car behind him so that when he handbrakes to a stop he creates an effective roadblock with his car.

■ The Drafter gives you the chance to get in their car's slipstream directly behind them as they drive. You press **△** to activate the stream then drive in it for a short period holding **△** before deactivating to sling shot ahead with a boost.

■ The Scout is the easiest and best to use: merely follow them as they scout out short cuts and faster routes around tracks for you.

■ Your wingmen can only help you for a short time and you can only use their abilities (aside from the Scout) when you have charged the meter. Don't forget about them as they can be very handy. Keep your head screwed on so you can spot good occasions to utilise them. We prefer just using the Scout – it's far less fiddly and helps you cut your times and that's what it's all about isn't it?!



TERRITORY 3

PALMONT UNIVERSITY

RACE ONE:

CITY COURTHOUSE

Type: Drift
Controlled By: Inferno
Laps: 2
Length: 3.0 miles
Cash Reward: 18,000
Unlocks: Spoilers – Package 3

If you thought previous drift challenges were difficult, wait till you get your tyres stuck into this one! About 110,000 points are needed to come in first place. It's a long course so there's plenty of opportunity. Basically, you have to get in the blue/green speeds and keep a steady drift around the whole circuit. You cannot afford to hit the wall and lose speed down to the orange regions. Practice and you'll get it.



RACE TWO:

UNIVERSITY WAY

Type: Circuit
Controlled By: T.F.K
Laps: 2
Length: 4.6 miles
Cash Reward: 18,000
Unlocks: Body Kits – Package 4

Two short cuts to take advantage of: the first veers off to the left as the square-looking bend opens out and the second is nearer the finish line – again it's to the left after a long right-hand U-turn.



RACE THREE:

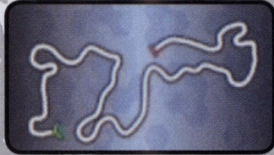
UNIVERSITY AVENUE

Type: Checkpoint
Controlled By: T.F.K
Length: 4.7 miles
Cash Reward: 18,000
Unlocks: Matte Paint

No braking required here whatsoever, presuming you have an average speed of about 110mph, most bends can be taken at 80-90mph meaning light lifts off the accelerator. The race has the same short cut you used in the last race, though there's another later on

FORTUNA

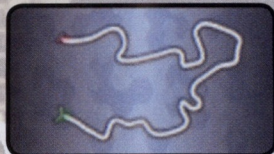
if you keep to the left – it goes through a tunnel.



OCEAN VIEW

RACE ONE: VERONA TUNNEL

Type: Sprint
Controlled By: T.F.K
Length: 3.3 miles
Cash Reward: 15,000
Unlocks: Body Kits – Package 3
One short cut near the end of the race, you have to turn right a little to get into it. It's the second part of a short cut you've used before that came out by the finish line, remember? Use **L** to nitrous when you can since the rival racers will be doing so. There are some medium difficulty U-turns, but again nothing a little slide can't resolve.



RACE TWO: MILLION DOLLAR DRIVE

Type: Speedtrap
Controlled By: T.F.K
Length: 4.6 miles
Cash Reward: 15,000
Unlocks: Nitrous and Tyres – Tier 2 Pro Package

The first speedtrap could cost you since there's a pretty tight turn shortly before you reach it. Use Yumi since there are loads of short cuts on this race, but mind her rear end, especially on corners approaching the speedtraps. Nitrous through the traps to notch up a higher tally.



SOUTH FORTUNA

RACE ONE: YORK DRIVE

Type: Sprint
Controlled By: T.F.K

Length: 3.8 miles
Cash Reward: 15,000
Unlocks: Window Tint

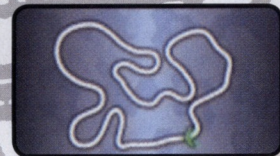
There are three short cuts here, each of them familiar. Use nitrous a lot in this since your rivals will always be up your backside and you need to get away – one crash and they'll overtake. Use Samson, your latest blocker, if you are confident enough to know the short cuts to keep them away.



RACE TWO: OCEAN VIEW

Type: Circuit
Controlled By: T.F.K
Length: 6.9 miles
Laps: 2
Cash Reward: 12,000
Unlocks: Suspension – Tier 2 Street Package

The best short cut is found on the right-hand side; Yumi will notify you. Be careful in it though; release the gas if you must to turn out left and straight into the second part of it across the road. This should nab you the lead. Don't take the cut through the gates, it's difficult to manoeuvre into and doesn't cut much; be wary when Yumi calls this one out.



RACE THREE: RABINOWITZ DRIVE

Type: Checkpoint
Controlled By: T.F.K
Length: 5.2 miles
Cash Reward: 12,000
Unlocks: Hoods – Package 2

There's a turn in this that's sharper than a right angle; seriously, it's like an arrow this thing! Handbrake it – it's the only way – skid into it and kill your speed drastically, then punch through with a nitrous. Just before this section there is a short cut through a tunnel to the left, though it's quite hard to spot without a scout driver.



FORTUNA HEIGHTS

RACE ONE: HILLS BOROUGH PARKWAY

Type: Checkpoint
Controlled By: T.F.K
Length: 7.9 miles
Cash Reward: 12,000
Unlocks: Tribal Vinyls

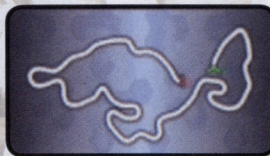
This is easy but lengthy... incredibly lengthy. There are many short cuts to take, but just use the ones you can remember from previous tracks. Don't worry too much though, you could get through this without using any of them and still have time to spare for a quick snack.



RACE TWO: AGOSTINI AVENUE

Type: Sprint
Controlled By: T.F.K
Length: 4.4 miles
Cash Reward: 12,000
Unlocks: Turbo – Tier 2 Street Package

After a nasty arrow-like bend there's a little short cut to the right that will continue over the road. About halfway along the sprint you can avoid a hairpin turn by staying straight, this will again continue over the road making it even more worthy. Be careful of the fork in the road a little further on in the race.



RACE THREE: CONDOW ROW

Type: Circuit
Controlled By: T.F.K
Length: 5.1 miles
Laps: 2
Cash Reward: 12,000
Unlocks: Body Kits – Package 2
There are a few dandy short cuts that will afford you an even greater lead come the second lap, though you should be able to cruise through this one with little trouble using slide turns, pathways

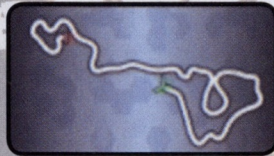


and nitrous to lead the pack. Take a right for the first short cut about 50 seconds in; it's that one with the metal gates, but is nice and easy to enter in this race. The second is further along, again to the right up a paved pathway next to a green billboard.

HILLS BOROUGH

RACE ONE: NORTH BELLEZZA

Type: Sprint
Controlled By: T.F.K
Length: 3.7 miles
Cash Reward: 15,000
Unlocks: Wheels – Package 3
50% through the sprint, take a left through the advertisement board and up through the park pathway here. That's it for short cuts. Stay as straight as you can in the slalom-like section about 80% through. Use your handbrake for the deadlier arrow-like turns.



RACE TWO: LOFTY HEIGHTS DOWNHILL

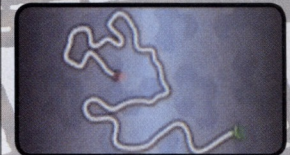
Type: Sprint
Controlled By: T.F.K
Length: 3.3 miles
Cash Reward: 15,000
Unlocks: Body Vinyl's – Package 1
Use the sloping of the road to second-guess where the turns are going to be swerving, as well as your track map of course. You shouldn't need to brake throughout the whole sprint. For turns that look quite harsh, let off some steam to about 80mph, take an outside line, then turn in to hug the inside wall of the corner. Take the less menacing curves at 90-100mph.



RACE THREE: LOFTY HEIGHTS DOWNHILL

Type: Drift
Controlled By: T.F.K
Length: 2.9 miles
Cash Reward: 15,000
Unlocks: Body Vinyl's – Package 2
Around 18,000 points should be your target. Wait for the bends, release the accelerator and

swiftly move into a slide and get as many points while in the blue speed sections of the meter and then tighten up your skids on the straights that follow. Don't try and be risky, a few 3,000-4,000 point earners throughout the course should see you through.



BOSS RACE-WOLF

Race: Skyline Avenue
Controlled by: T.F.K
Length: 5.3 miles
Laps: 2
Cash Reward: 15,000
Unlocks: Engine – Tier 2 Pro Package

Wolf boy is nothing but a tame pussy cat I'm afraid – this is a cinch. There's a fair few short cuts you can use your memory to remember from previous tracks such as a cut left near the start to avoid the long U-turn and another left turn right before the line though a tunnel. Knock down some pursuit blockers to block his way and you'll be tens of seconds ahead.



BOSS DUEL – WOLF

Cash Reward: 18,000
Unlocks: Aston Martin DB9
Small, splinter-like claws protrude from Wolf's paws in this one at least, though it's still pretty easy. No brake needed, cruise around the corners letting go of your speed just a tad. Use your judgement to guess how much to let off, but don't get too cocky around the cliff edges; you don't want to let Wolf win by default! 200,000 points on your trail leg should be more than enough to sail through the second leg.



TERRITORY 4—SILVERTON

NEON MILE

RACE ONE:

OLYMPIC BOULEVARD

Type: Speedtrap
Controlled By: Stacked Deck
Length: 3.8 miles
Cash Reward: 20,000
Unlocks: Nitrous and Tyres – Tier 3 Pro Package

Toughest speedtrap so far. You'll need a good racking up of mph rates in the region of 850mph to win. Use the short cuts Yumi will show to you and keep your eye on the map to see the orange checkpoints arriving – start boosting when the road straightens out some distance before them. The hardest ones are points four and five, but if you can get 120-140mph rates on the rest then two 90-100mph markings from these tougher two should be adequate.



RACE TWO:

THE NEON MILE

Type: Checkpoint
Controlled By: Stacked Deck
Length: 5.1 miles
Cash Reward: 20,000
Unlocks: Transmission – Tier 3 Street Package

Avoid the short cut shown on the map, it presents you with a nasty right-angle turn so just go around to the left. Two handy tunnels toward the end of the race should comfort the strain though: one through the pink-lit archway on your right after checkpoint five, and one just before the line through a grey tunnel.



CANMOOR DOWNS

RACE ONE:

BLACKWELL ROAD

Type: Checkpoint
Controlled By: Stacked Deck
Length: 5.8 miles
Cash Reward: 25,000
Unlocks: Nitrous and Tyres – Tier 3 Pro Package

This can be tight if you have a tendency to crash, and the winding ways of the streets here

will confuse you considerably. Boost where it's straight, glancing at the map to double-check. From the off, go left and not through the tunnel under the pink building – you'll face a right-angled, impossible turn if you do. Later, after checkpoint two, and for the same reasons, don't use the road that cuts through across a U-turn.



RACE TWO:

DEADFALL JUNCTION

Type: Canyon
Controlled By: Stacked Deck
Length: 4.4 miles
Cash Reward: 25,000
Unlocks: Lamborghini Murciélago
This canyon duel is rock solid. We had to get a score of 220,000 points on our trailing leg in order to scrape through with a victory by 3,000 points. Use that as a guide for yourself. There's a deadly section smack bang in the middle of the trail that's a real dishwasher. The key isn't to brake though; it's to hug the outside walls where you can and to slowly sift around the ones you can't, arriving at about 90mph, releasing your gas completely as you peer into the corner from a wide lane into its centre. Tap the handbrake for the sharper turns. On your leading leg, don't let him pass; if you get points like us and let him past, you've had it.



RACE THREE:

CAMMOOR ROAD

Type: Speedtrap
Controlled By: Stacked Deck
Length: 4.0 miles
Cash Reward: 25,000
Unlocks: Turbo – Tier 3 Pro Package

570mph should see you through this. You probably won't be able to keep up with the other racers



in terms of ranking placement, but just keep as close as you can so as to avoid big score penalties when they finish. Keep your eyes on the map for the speedtraps and nitrous through them, none of them are too difficult.

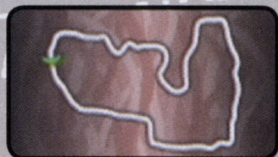
STARLIGHT STRIP

RACE ONE:

NORTH BROADWAY

Type: Circuit
Controlled By: Stacked Deck
Length: 4.4 miles
Laps: 2
Cash Reward: 20,000
Unlocks: Plymouth Hemi Cuda

The cuts in this race are pretty camouflaged. The first can be taken on the left through some traffic cones and under a wooden tower. The next is a little slip road that is taken to the right up a bricked pathway by some stairs. Soon after, you can steer right into another little slip indicated by an orange road light. Avoid the short cut on the map again.

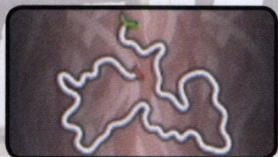


RACE TWO:

SILVERTON WAY

Type: Sprint
Controlled By: Stacked Deck
Length: 4.3 miles
Cash Reward: 20,000
Unlocks: Turbo – Tier 3 Street Package

There's a fair few short cuts, so use the ever faithful Yumi to make sure you catch them. They include a pathway leading off to the left 18% through the race, the pink tunnel and a bricked roadway to the right at 54%.



RACE THREE:

TROY

Type: Checkpoint
Controlled By: Stacked Deck
Length: 4.5 miles
Cash Reward: 20,000
Unlocks: Engine – Tier 3 Street Package

Pink and grey tunnels await your cut-taking, speedy ways. Watch

the map for tight turns, get in the outside lane and slide round and brake where appropriate, though you shouldn't have to do so much. The checkpoints give you enough slack for at least one or two wall crashes that drop your speed to about 50mph.



SILVERTON REFINERY

RACE ONE:

JOURNEYMAN'S BANE

Type: Drift
Controlled By: Stacked Deck
Length: 2.9 miles
Cash Reward: 20,000
Unlocks: Transmission – Tier 3 Package

25,000 points should suffice here. Try and get some small points racked up along the straight parts. Release and re-press the gas as you do a slight turn to get some skids in – avoid the walls and yellow barriers as always. When bends do come, take advantage, watch the map for their appearance and glide around them in the blue/green speed levels. One big score, getting bonus multipliers for clean sections and bonus zones (near walls and edges) should be enough with the small points ticking up the rest.

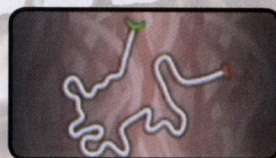


RACE TWO:

DESPERATION RIDGE

Type: Canyon
Controlled By: Stacked Deck
Length: 4.5 miles
Cash Reward: 25,000
Unlocks: Dodge Challenger Concept

This is actually the canyon from Deadfall Junction only in the opposite direction which helps in second-guessing the turns. 220,000 points should see you through as last time. It's deceptively tricky. On your trailing leg, you can almost



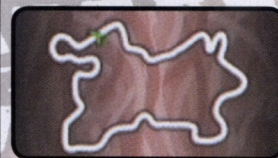
overtake if you do well. Don't be fooled though, if you have a bad crash he will get away. On your leading leg, he can overtake if you're not careful. Keep your cool, tap the handbrake where needed and release the gas for sliding round the corners and you should get there.

RACE THREE:

BROOKS STREET

Type: Circuit
Controlled By: Stacked Deck
Length: 7.3 miles
Laps: 2
Cash Reward: 25,000
Unlocks: Engine – Tier 3 Racing

Short cuts don't come into play till very late in the lap; they are up bricked pathways, one to the right through some gates and one to the left through by an orange traffic sign. It's lengthy more than anything else, so stick with it. Knock down pursuit breakers for that help in maintaining a lead.



INFINITY PARK

RACE ONE:

DEADFALL JUNCTION

Type: Sprint
Controlled By: Stacked Deck
Length: 4.5 miles
Cash Reward: 20,000
Unlocks: Nitrous and Tyres – Tier 3 Street Package

Ring any bells? Yep, it's that tough canyon again, but this time in race form. It's almost a novelty to have your nitrous and be safe from falling off the edge, but don't underestimate it. You won't get much opportunity to overtake, your best bet is around the dishwasher section: once in front, block him from passing to the end.



RACE TWO:

SAVANNAH STREET

Type: Circuit
Controlled By: Stacked Deck
Length: 6.6 miles
Laps: 2
Cash Reward: 20,000
Unlocks: Brakes and Suspension – Tier 3 Street Package

Four decent roads will slip you

into the front quite nicely. The first is a turn off to the right at the top of a hill. This cut is vital as it's a big one and cuts out some nasty corners, be careful in it though as it does bend to the right quite unexpectedly. The second is to the right of the mobile phone billboard, the third is the pink tunnel and the fourth is taken on the left of the road up a muddy hill. Some tight turns in the track require your brake too.



RACE THREE: STARLIGHT STREET

Type: Sprint
Controlled By: Stacked Deck
Length: 4.2 miles
Cash Reward: 20,000
Unlocks: Transmission – Tier 3 Pro Package

Three short cuts, one each at 6%, 55% and 63% progressed in the race. Take a left through a roadblock for the first, right for the second and left for the third, both of which are bricked pathways. Using them should see you win.

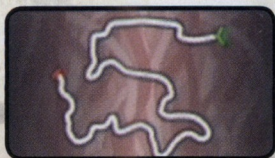


DIAMOND HILLS

RACE ONE: EAGLE DRIVE

Type: Sprint
Controlled By: Stacked Deck
Length: 3.5 miles
Cash Reward: 25,000
Unlocks: Engine – Tier 3 Pro Package

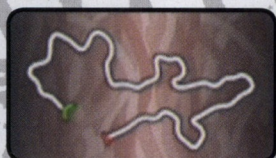
Five short cuts for you here – use them all since it will be a tight race. Keep to the far right at the set off and follow the purple arrows round into the first cut. Second one is left at 22%, third is to the right as you're turning round a bend at 59%, fourth is the pink tunnel on the left and the final one is left at 91% through road signs at the top of the hill.



RACE TWO: GRAY STREET

Type: Checkpoint
Controlled By: Stacked Deck
Length: 4.3 miles
Cash Reward: 25,000
Unlocks: Brakes and Suspension – Tier 3 Pro Package

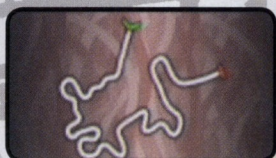
This is a walk in the park – keep the accelerator down except for a few releases on the tighter bends you can see coming on your map. Nitrous on the many straights using the sidewalk to get the inside corners.



RACE THREE: JOURNEYMAN'S BANE

Type: Canyon
Controlled By: Stacked Deck
Length: 3.3 miles
Cash Reward: 25,000
Unlocks: Mitsubishi Lance

It's a shame you can't play the canyons in daylight, it would be pretty. Now you're dreamily happy, be prepared for another tough Canyon. 165,000 points on your chasing leg can scrape you through. There are three or four nasty U-turns that will require the use of your handbrake; just press it as much as you need, you don't want to slow down too much.



SHADY PINE

RACE ONE: BOWEN AVENUE

Type: Speedtrap
Controlled By: Stacked Deck
Length: 3.5 miles
Cash Reward: 25,000
Unlocks: Lamborghini Gallardo 570mph will win you this one. Nitrous when you reach an appropriate section of road towards checkpoints you should be scouting out on your map before they pop up.



RACE TWO: PARADISE HOTEL

Type: Circuit
Controlled By: Stacked Deck
Length: 6.4 miles
Cash Reward: 25,000
Unlocks: Nitrous and Tyres – Tier 3 Racing Package

Five short cuts – including the pink tunnel we're so accustomed to, the grey tunnel near the end (probably the most useful here), and the purple arrow slip from Eagle Drive.



RACE THREE: SPADE STREET

Type: Sprint
Controlled By: Stacked Deck
Length: 3.3 miles
Cash Reward: 25,000
Unlocks: Turbo – Tier 3 Racing Package

Just 12% in there's a pathway with some palm trees you can take on the left. 26% in, at the top of the hill there's the bricked pathway under the wooden tower. Don't take the pink tunnel one though, instead, go around and hit the pursuit breakers to keep the competitors at bay.



BOSS RACE – ANGIE, KENJI AND WOLF

Race: Desperation Ridge
Type: Canyon
Controlled By: Stacked Deck
Length: 4.6 miles
Cash Reward: 50,000
Unlocks: Brakes and Suspension – Tier 3 Pro Package

Make sure you have some hours spare, as there are four races in succession here that you can't save between and they are all difficult. You can get in front of these guys after a few turns, then it's just staying in front that they'll make difficult. Ease off the speed round the horrid dishwasher part halfway through and don't forget to nitrous.



CITY RACE – ANGIE, KENJI AND WOLF

You can't afford to smash into walls; the best you can get away with are scrapes. Short cut through the park on the left, then under the wooden structure to the right (56%) and under iron roofs at 63% to the right. Brake and ease off the speed quite a way before sharp turns – use your map. A few runs should be used to learn the track. Knock down pursuit breakers in the first half of the race if you have a two to three-second lead.



CITY DUEL – DARIUS

Two laps with short cuts to master and no crashing. First up, veer right onto the bricked pathway to blast through the panel and into another slip road. The second is round the tight hairpin hotel area; keep right to slip through, and the third is left down a little pathway a little further along. No braking is needed though, timing releases off your speed is essential – add to that nitrous use and a perfect launch off the grid.



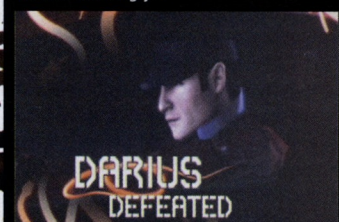
CANYON DUEL – DARIUS

You need about 125,000 to 130,000 to be in with any sort of chance at this. Ease off the speed and grind into the first set of corners – and we mean as close as possible on the gravel. You'll boost then to a tunnel, tap the gas in the bend leading to it. Another speed release and inside-corner hug to the right follows. Next is an elbow-tight hairpin: slow it up or crash round, it doesn't make much difference! Now you can throttle it a bit. Heading downhill, release the gas quite a bit to turn right and then a much sharper right and then punch it to the line. When you're 30% through you want to have 40,000 points or more and 50% wants 60,000 at least (65-70 being ideal).



GAME OVER

1. Darius looks angry...



2. He coughs up his sore loser speech.



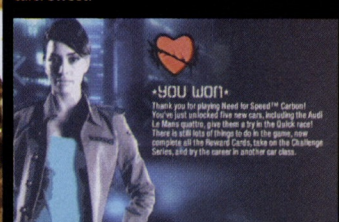
3. Nikki wonders what she saw in him.



4. He drives off leaving you with Nikki...



5. Nikki poses and rewards you with five new cars. Sweet!



FURTHER PLAYING

If you liked this game, then try...

1. Need For Speed Underground 2 (EA)
2. FlatOut 2 (Empire Interactive)
3. Burnout 3: Takedown (EA)

FINAL THOUGHT

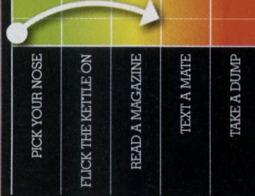
A very worthy addition to the series. Not only car pimps and rude boys can enjoy this, in fact they'll probably suck at it.

NEXT MONTH

We bust open the challenge mode with advice and tips on completing them.

DESTROY ALL HUMANS! 2

» Can be lengthy, but they are infrequent



CEMENT

VERY HARD

BIT TRICKY

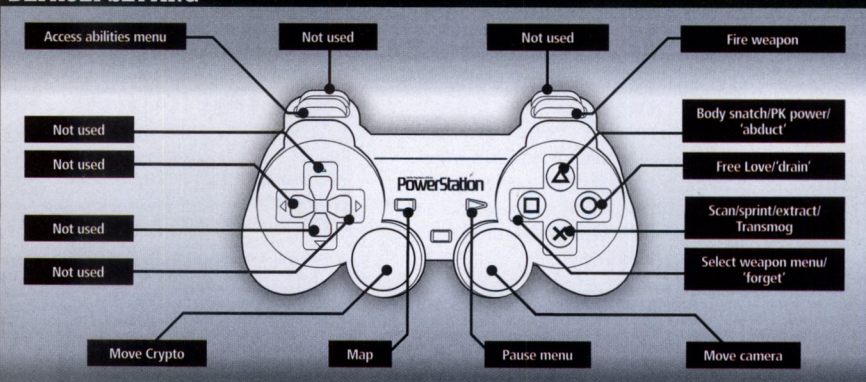
NOT BAD

PISS EASY

» Moderate to hard.
A good difficulty curve.

Maximum Players:	2
Network Play:	N/A
Number of Levels:	28
Number of Bosses:	5
Card Space:	124KB

DEFAULT SETTING



YOU ARE:

Cryptosporidium

YOUR PURPOSE:

To find out why the Russians have blown your mothership out of the sky

YOU CAN GET INTO CHARACTER BY...

1. **Inflating your head to twice its normal size**
2. **Wisecracking while doing a Jack Nicholson impersonation**
3. **Chatting-up/fondling every vaguely attractive woman who crosses your path**

Development team	Pandemic
Publisher	THQ
Official website	www.destroyallhumansgame.com

10 THINGS TO DO IN...

Watch the skies! Crypto is back and this time it's personal. Help the bug-eyed egg-head take over our world with ease with this complete guide!



BAY CITY

BAY CITY MISSION 1

GOLDEN GATE PARK

1. KILL THE KGB AGENTS

An action-packed start to the game. Just use your Zap-o-matic (Zapper) to blast the incoming KGB agents. Not too taxing. Soon you'll get a message from Orthopox.

2. RESCUE ORTHOPOX

Head towards the purple beacon on the radar. It's still pretty hectic so keep moving. When you get to a blocked gate, use PK power to smash the dumpsters through the gates. Approach Orthopox (Pox) to trigger a cut-scene.

3. TALK TO ARKVOODLE

Head to the next purple beacon and talk to Arkvoodle.

4. COMPLETE ARKVOODLE'S QUEST

Blast Arkvoodle with your Zapper to activate the landing zone.

5. CALL THE SAUCER

Stand on the Landing Zone and summon your saucer.

6. KILL THE KGB AGENTS

Four agents attack, so take them down easily with your Zapper.

7. WAIT FOR THE SAUCER

Waiting... waiting... ah, it's here. And so is Pox.

8. TALK TO POX

Talk to your holographic friend.

9. RETRIEVE THE DATACORE

Head towards the Datacore shooting any KGB agents on the way. Shoot the two agents on the roof and use your Jetpack to get up there yourself (use the nearby combi van and water tower). Get the Datacore. Mission complete. Now head back to your saucer and talk to Pox.



1 Blow stuff up... like the Houses of Parliament on the Albion levels. Get done what Guy Fawkes failed to do all those years ago.



3 Hippie shot put. Go back to the park in Bay City once you've got the Dislocator. Shoot a disc at a hippie and follow it with your camera to see how far away the hippie ends up.



5 Blow stuff up... like the Takoshima Tower. Well, in the absence of the Eiffel Tower, it'll have to do.



7 Blow stuff up... together! Tried the two-player mode yet? What are you waiting for. Two-player Saucer action is a destructive must.



9 Play human skittles. Use your PK Power to grab a piece of scenery, statue, rock or person. Then fling it at bystanders to see how many you can knock over with one projectile.



2 Play tank bar billiards. Abduct a tank, get down low, then swing it around bashing any other vehicles in your way, until everything blows up.



4 Gong show. Bang the gong in the Zen Temple on the Takoshima levels to summon a gang of Black Ninjas. Pointless, but just do it because you can.



6 Blow stuff up... like a ship. You can frigging sink this thing on the Tunguska levels. Brilliant!



8 Trucking bronco. Near the Zen Temple in Takoshima, stand on the back of a truck, shoot a Dislocator into it and see how long you can stay on it.



10 Arse about brain. Use the anal probe to force a person's brain out through their arse. It's a standard feature of the game, but it's hilarious every time you do it.



BAY CITY MISSION 2

WHERE HAVE ALL THE FLOWER CHILDREN GONE?

1. DISGUISE YOURSELF AS THE HIPPIE CHICK

Head over behind the combi, target the hippie chick and rapidly press **△** to Body Snatch her. Now target one of the other hippies with **L1** and repeatedly press **○** to use 'Free Love' which will make everyone forget what they just saw.

2. FIND THE FREAK

Now target another hippie with **L1** and repeatedly press **×** to scan them and find out where the Freak is. Then ditch the disguise (press **△**) and get over to the park.

3. TALK TO THE FREAK

Body Snatch another Hippie and go talk to the Freak.

4. FIND BONGWATER'S SAFEHOUSE

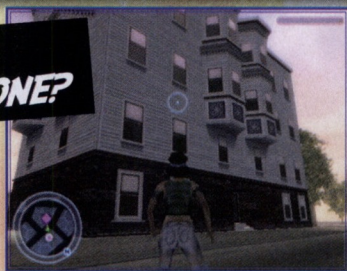
While you're still disguised, scan another hippie to find out that Bongwater is in Hashbury, and head straight over there. Head through to the south side of Hashbury to trigger the next objective.

5. ENTER BONGWATER'S HQ UNDETECTED

Body Snatch a Hippie Chick or a KGB agent then head around the back of Bongwater's building to enter it.

6. KILL THE KGB AGENTS

Back outside, Zap the agents. There are two out back and two more out front.



7. BODY SNATCH A COP

Find a nearby cop and Body Snatch him. If there are only Hippies around, 'Free Love' them. If other cops are firing at you though, you won't be able to maintain your disguise to run away until you are clear of suspicion.

8. REDUCE THE ALERT LEVEL

Now all you need to do is find a police box (marked as a telephone on the radar/map) and call in the all-clear. It won't work if you're still being shot at.

BAY CITY MISSION 4

THE ALIEN WHO PROBED ME

1. FIND PRUDENCE KANE

Find a Hippie and scan it to find out that Prudence is in the park. Head to Golden Gate Park and go over to the stage area to talk to Prudence. You'll find out about the new Revelade plan.

2. DESTROY THE REVELADE TRUCKS

Follow the dots on the radar to locate the trucks. Shoot the trucks with your Zap-o-Matic. Watch out for the KGB agents though. Stand still for too long and they'll kill you. Alternatively, go to a nearby launch pad, summon the saucer and take the trucks out effortlessly with that.

3. FIND BONGWATER'S LAIR

Body Snatch a Hippie then scan a couple more to find out Bongwater's whereabouts in the Old Fort area. Make your way to Old Fort and when you enter the road tunnel you'll find the secret entrance.

BAY CITY MISSION 3

THEY SHOOT HIPPIES. DON'T THEY?

1. RETRIEVE SAUCER REPAIR PODS

There are five pods identified on your radar, so go get 'em. They are mostly heavily guarded by cops and military personnel so you need to be careful. If you take damage just find a quiet place to recharge before proceeding.

2. RETURN TO THE SAUCER

Once all five pods are collected, get back to your saucer. The ship is repaired.

3. ENTER THE SAUCER

Go on, get in.

4. ACTIVATE YOUR CLOAK

Learn about cloaking the Saucer.

5. RECHARGE THE SAUCER SHIELDS

Learn about draining energy from cars.



6. DESTROY REVELADE BALLOONS

Now for some proper action. Go to the markers on the radar to locate the Revelade Blimps. They come in several waves and while you're attacking them, a load of tanks will also be attacking you. It's pretty easy, just shoot them as soon as you get a visual. And keep an eye on your shield. If it gets low, find a vehicle to drain the energy from. Mission accomplished! Now go find a landing site, then go and 'Body Snatch' a Hippie and find The Freak again. Talk to him to get your next mission.



BOSS ENCOUNTER

4. KILL BONGWATER

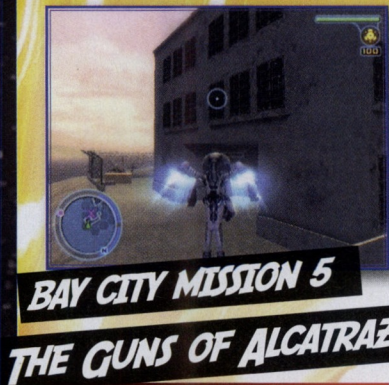
This at first seems impossible with KGB agents blasting you and Bongwater splatting you with Revelade. Death occurs rapidly and repeatedly until you discover that you can Jetpack up on to the top of one of the Revelade storage tanks and remain unharmed while you pick off Bongwater with your Zap-o-Matic. Once you have discovered this, it's easy.



5. ESCAPE BONGWATER'S LAIR

Pick up the weapon power-up in the middle of the room, follow the Transmog instructions to create some ammo, then use the new weapon to blast open the doors. Mission complete. Now head all the way over to The Wharf on the other side of the map to get your next mission from Pox.





BAY CITY MISSION 5

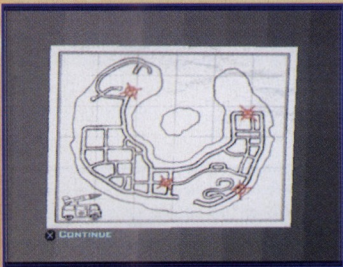
THE GUNS OF ALCATRAZ

1. GET TO THE ROCK

You can't use a saucer to get to The Rock, so head towards the jetty that extends west into the water from The Wharf area. This jetty is heavily guarded by soldiers and you will die if you go there undisguised. Go around the rear right of the warehouse in front of the jetty and 'Body Snatch' a soldier. Now you can sprint all the way along the jetty and at the end, ditch your disguise, jump up onto a tank and jetpack across to the island. It's a bit hairy as you get shot at, but you should make it. Enter the main building on the island to trigger a cut-scene.

2. RETRIEVE THE KGB DOSSIER

One of the Ruskies has a dossier showing where four dangerous bombs are located. When this objective starts you are heavily attacked. Immediately turn to your left and blast the barrels to blow up the deadly gun turrets. Now follow the guy with the dossier and kill him quickly. Grab the dossier to get the bomb location map.



3. CALL THE SAUCER

Head to the main fort building in the centre of the island. Jetpack over the fence to reach the Arkvoodle and talk to it. Shoot the Arkvoodle to unlock the landing zone and call the saucer. Climb aboard.

4. THROW NUKES INTO THE BAY

This is a timed challenge so you have to be quick. Travel back to the mainland and locate the four bomb buses one at a time.



Get near a bus then use **L1** and **△** to abduct the bus. Drag it to the coast and dump it in the sea. Do this with all four bomb buses. If they're moving too fast to get easily, give 'em a blast with your weapon first and they'll slow down or stop. Once done, get over to The Rock.

5. DESTROY KGB BASE ON ROCK

There are three buildings here which need to be destroyed. Keep firing at each target and eventually they will collapse. Once the base is destroyed, use the Navi-Com to travel to Albion. This first set of missions is now complete! Well done.



ALBION

ALBION MISSION 1

NO POX PLEASE - WE'RE BRITISH!

1. FIND THE ENTRANCE TO UNDERGROUND TUNNELS

After talking to Pox, you'll be given this mission. Head off and 'Body Snatch' the first civilian you find. Now scan any other member of the public to find out about the tunnel club in Hyde Park. Go there, and after bit of wandering Pox will direct you to a waypoint in a junkyard opposite the park. Take out the bad guys who are there then descend into the tunnel.

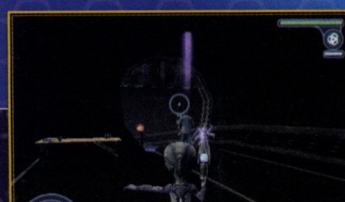
2. SEARCH THE TUNNELS FOR AGENT ORANCHOV

Proceed along the tunnel (killing bad guys as you go) and open the large blast door by using the console. On the other side, kill the bad guys from a distance then Transmog the crates and barrels to top up your Disintegrator Ray (D-Ray). Continue, take the right fork in the tunnel, opening the blast doors and go through to collect a Datacore and an Anal Probe weapon. Watch out for the radioactive gas. Go through another blast door to exit the room, then continue through two more blast doors to get to Agent Oranchov.

BOSS ENCOUNTER

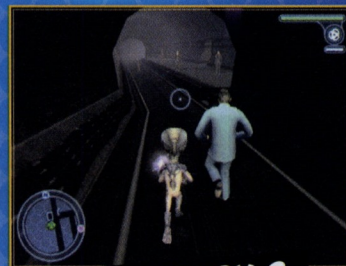
3. ELIMINATE AGENT ORANCHOV

When Agent O is in mutant form, target him from a distance then hit him with an Anal Probe. This will make him revert to human form. You can now hit him with the Disintegrator Ray or Zap-o-Matic. If you take a lot of damage, run away for a while to recharge. After three assaults with the Anal Probe and plenty of blasting, Oranchov will be defeated.



4. FOLLOW THE ENGLISHMAN OUT OF THE TUNNELS

Follow this posh fellow, helping him to defeat any KGB agents you encounter along the way. Eventually you'll get back out into the daylight and have a chat with the Englishman. Mission complete. Now make your way to the next mission waypoint where you'll find Ponsonby again. Talk to him.



ALBION MISSION 2

LA FEMME NATALYA

1. INFILTRATE RUSSIAN GALLERY OPENING

Just head for the purple cross on the map. When you get near it, 'Body Snatch' a human, then 'Free Love' anyone who has spotted you. Easy.

2. INVESTIGATE SCULPTURE

Head over to the giant Russian doll and when you get to it, all hell breaks loose.

3. ELIMINATE INFECTED HUMANS

Natalya's on the scene now, so help her to kill the infected humans (the Zap-o-Matic will do the job well).



enough). After a couple of cut-scenes, you get another objective.

4. ELIMINATE INFECTED HUMANS NEAR THE STATUES IN HYDE PARK

Get over to the park and approach a statue. If you can kill the humans before they mutate then all the better. Once mutated, the mutants attack you with a green spore blast and approach you, so keep firing while backing off and weaving from side to side. When they're dead, blast any remaining spore gas and move on to the next statue.

5. ELIMINATE INFECTED HUMANS HEADING TOWARD THE SOUTH GATE

Same deal here. Shoot the Muties while backing off and weaving.

6. ELIMINATE INFECTED HUMANS HEADING TOWARD PARLIAMENT

Head over to Parliament. On the way you might want to Transmog a few bins in order to top up your D-Ray as the Zap-o-Matic makes things pretty hard work. When you reach them, same tactics again.

7. ELIMINATE INFECTED HUMANS HEADING TOWARD SOVIET EMBASSY

Same again here, folks. When they're all dead, the mission is complete. Now head over to the next waypoint to talk with Natalya and get another mission.





ALBION MISSION 3

FROM RUSSIA WITH GUNS

1. FOLLOW AND PROTECT NATALYA

This objective involves anything but stealth. Right from the start, Natalya is set upon by KGB agents, so you have to help her kill them. Use your Disintegrator Ray while you have ammo for it. But when that's run out you'll have to use your reliable but weedy Zap-o-Matic, so keep your distance. Keep weaving and firing. A great trick, where possible, is to target nearby cars which take out quite a few enemies when they explode. Most importantly, keep up with Natalya and concentrate on the KGB agents who attack her directly. She must survive or the mission's over.



2. CALL THE SAUCER TO THE LANDING ZONE

Having got Natalya safely to her car, call your saucer.

3. ENTER THE SAUCER

Take this opportunity to do any Gene Blending or to upgrade your weapons. Then get into your saucer.

4. PROTECT NATALYA

This is as vile as the last objective. Stay with Natalya's car initially and just keep blasting away at enemy vehicles as they appear. If you get shot at by military vehicles (which you will), take evasive action then go after them before returning to a position near Natalya's car. The trick is to get the tanks and so on before they get you. If any destroyed vehicles block the road, use your tractor beam (L1 and A) to drag them out of the way. Eventually Natalya will reach her destination. Mission complete.



ALBION MISSION 4

THE MAJESTIC FILE

1. MEET HOLOPOX IN THE PARK

After being interrogated by Ponsonby and escaping, you have to get to the park. Unfortunately, your weapons are disabled and you're in a tunnel filled with enemy soldiers. You have a new ability though: you can now extract human brains and use them to charge up a 'Mind Blast', which temporarily disables every human in the vicinity.

Proceed slowly, and if you encounter a lone enemy, start using 'Extract' while weaving about to avoid attack. When you have the brain, proceed further. If you meet more than one enemy and take damage, retreat and charge up again. Try to use 'Extract' from as large a distance as possible. When you have a full 'Mind Blast' charge, let it go, and use the time while your enemies are

frozen to extract some more brains and proceed a little further.

Make sure you have a fully charged Mind Blast when you reach the section with barrels and mines. This is the exit. Do the 'Mind Blast' and head up the ramp on the left. Once at street level the Mind Blast will wear off. Alert Level is now extremely high and you will be attacked all the way from here to the park so take as roundabout a route as is necessary to keep out of the way of most of the bad guys and coppers.

BOSS ENCOUNTER

2. KILL PONSONBY

Ponsonby has you surrounded. This is a tough encounter, but here's how we did it. Select your Disintegrator Ray. As soon as the battle begins, turn around to the right and take out the first rocket launcher vehicle. Now head out of



the central area (you don't have to leave the park completely) to recharge. Now, skirt around the edge of the park nipping in to take out rocket launchers and bad guys as you go. When everything is cleared except for Ponsonby, head into the middle and let him have it with the Disintegrator Ray. If you don't have enough ammo, head back out and Transmog some benches and bins to get more ammo.

After reducing Ponsonby's energy a bit, more bad guys will arrive in their cars, so scarp again and, once more, carefully pick them off from the periphery. When you have more breathing space, get back in there and blast away at Ponsonby again. Keep going like this until he's dead. Mission accomplished.

Now go to the corner of the park to meet Natalya.



ALBION MISSION 5

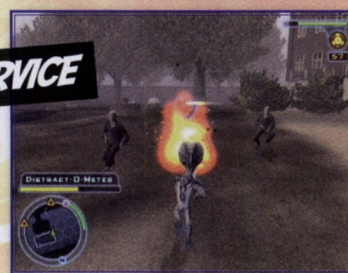
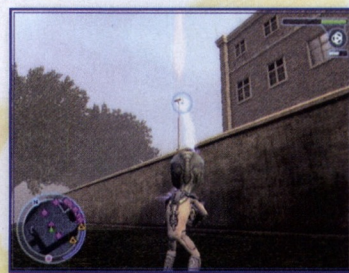
ON NATALYA'S SECRET SERVICE

1. SMASH SECURITY CAMERAS

Things are pretty hot outside the Soviet Embassy so watch out. You can go around the perimeter wall either way. If you take a lot of damage, run away to recharge. Watch out for mines on the grass; they're proximity mines so they go off even if you're a short distance away. You can always shoot the mines to take out bad guys if they're in the right place. It's worth using your Zap-o-Matic on the cameras and saving your Disintegrator Ray ammo for the bad guys.

2. DESTROY SUPPLY DEPOT TO CREATE DIVERSION

The supply depot is to the rear left of the Embassy Compound (just follow the marker on the radar). There's a hidden gateway in the outside wall, just blast away the wooden planks to get



through. Once inside, go around to the left as there's a device that blocks your weapons around to the right. At the depot, blow up the large storage tanks.

3. STAND BY FOR INTRUCTIONS

Keep fighting enemies until Natalya gives you your instructions.

4. FIGHT KGB AGENTS TO CREATE DISTRACTION

Just carry on fighting. Use the barrels to blow up agents and, as usual, if things get hairy run away to recharge. When the Distract-o-Meter is full, this objective is complete.

5. TAKE OUT THE EMBASSY POWER GRID

This goes from bad to worse. The Power Grid is to the front right side of the Embassy Compound. There are automatic gun turrets in the courtyard out front so don't go that way. Instead go right the way around the back, following the perimeter wall. You have

to fight the KGB agents as you go, and this time there's less opportunity to run away and recharge so proceed carefully. When you see the wall surrounding the Power Grid, jetpack up onto the wall. Now either blast all the generators, or drop into the grid and use the switch in the middle to shut them down.

6. DEMOLISH EMBASSY BUILDINGS

Jetpack over the perimeter wall and head over to the landing zone in Hyde Park. Call the saucer and climb in. Now demolish those buildings. It's easy, just keep circling and firing.

7. MEET NATALYA TO DISCUSS FINDINGS

Go and land your saucer in Hyde Park and then run over to where Natalya is waiting. That's the end of the mission, and the end of your time in Albion.





TAKOSHIMA

TAKOSHIMA MISSION 1

TAKOSHIMA STORY

1. FIND THE KGB AGENTS IN TAKOSHIMA CITY

After talking to Natalya, you need to get over to Takoshima City. The cops and residents here are pretty jumpy so you might want to 'Body Snatch' a local and use 'Free Love' to calm things down before heading off. Head for the tower in the centre of town. If your 'Mind Blast' isn't already charged, extract a few brains on your way. As you approach the tower, KGB agents will be highlighted.

2. BODY SNATCH KGB AGENT

Follow one of the agents, perform a 'Mind Blast' to freeze everyone, then 'Body Snatch' the KGB agent. That's easy.

3. TALK TO THE KGB COURIER

Go to the limo on the far side of the tower and talk to the highlighted KGB courier.

4. RETURN THE PACKAGE TO NATALYA AT THE ZEN TEMPLE

After chatting to the courier and getting the package, head to the Zen Temple (look on the map). If you run fast enough you should be able

to get there before your current disguise runs out. Try running along the coastline to avoid unnecessary aggro. After meeting Natalya, it all kicks off.

5. PROTECT NATALYA FROM THE KGB

This is relatively easy although there are lots of KGB agents around. Stick with Natalya as much as possible and pick off the agents attacking her. Use your Disintegrator Ray and if it runs out, Transmog a few nearby items to get more ammo. Blow up cars to take out several enemies at a time. When Nat gets to her car, the mission is complete. Go to the next mission checkpoint in Takoshima City where you will talk to Pox.



TAKOSHIMA MISSION 2 REVENGE OF THE NINJA

1. LISTEN TO THE FIRST WHITE NINJA BROADCAST

'Body Snatch' someone to take the heat off, then head for the marker on the radar. At the stall, set the radio to 2032.5 AM and listen to the White Ninja Broadcast.

2. LISTEN TO THE SECOND WHITE NINJA BROADCAST

Head for the next radio over near the Goukon Road and set it to 2032.5 AM again.

3. LISTEN TO THE THIRD WHITE NINJA BROADCAST

Head along the road toward the temple to find the third radio. It's in a heavily guarded military compound. Don't just rush in. Instead, skirt the perimeter until you find a relatively isolated soldier. 'Body Snatch' him then quickly 'Free Love' anyone else who's around. You can now go and set the radio to 2032.5 AM. Once you've heard the broadcast, get out of there pronto.

4. GO TO WHITE NINJA BASE

Head east to the Zen Temple. Go to the checkpoint just outside the rear wall of the temple.

5. SPEAK WITH THE WHITE NINJA LEADER

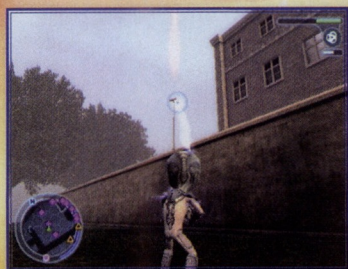
Head to the marker on the radar and speak to the White Ninja Leader. You now have to answer a series of questions. The answers are as follows:



- Question 1 b) Guru Coyote Bongwater
Question 2 a) Stonewall Bar
Question 3 c) On The Rock
Question 4 c) An abandoned tunnel network
Question 5 c) All of the above
Question 6 b) Majestic Command, Sixteenth Sector

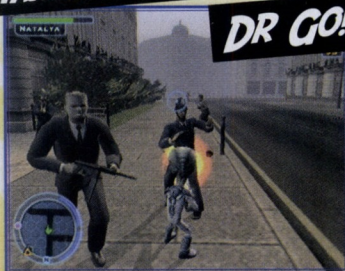
6. PROTECT WHITE NINJA LEADER

This is remarkably easy. Stand near the White Ninja Leader then when the Black Ninjas approach, let 'em have it with the Zap-o-Matic. The Black Ninjas leap about very quickly so the Disintegrator Ray is difficult to use with any degree of accuracy. The Zap-o-Matic though, locks onto several Ninjas at once. When you've killed 15 enemies the mission is complete. Don't forget to collect the Datacore here, it gets you the Ion Detonator weapon. Go to the next checkpoint in Sashimi Village. On your way there, pick up the next Datacore to acquire the Sonic Boom for your Saucer.



TAKOSHIMA MISSION 3

DR GO!



1. MEET WITH DR GO!

After talking to Natalya head over to Castle Kuro. If you've upgraded your jetpack sufficiently you can take a short cut across the water. Otherwise take the long route along the Gouka Road. There are lots of Ninja attackers on your case now so don't try to battle them yet. 'Body Snatch' a local and head up to the entrance of the castle. Once inside you'll be attacked anyway so ditch the body, and jetpack up to the raised central area of the castle to find Dr Go. There are many Ninja attackers here so take them on with your Zap-o-Matic. When the area is clear, talk to the doctor.

2. ESCORT DR GO DOWN THE MOUNTAIN

This is tough one. There are Ninjas and KGB Agents on your case now. Clear the Agents and Ninjas from the immediate area and Dr Go will head towards the gates. Go down the steps and left around the courtyard killing agents and ninjas as you go. The Zap-o-Matic should be sufficient as long as you have upgraded it from the basic model. If not, use the Zap-o-Matic on the Ninjas and the Disintegrator Ray on the KGB Agents. At the main entrance, blow up the cars to take out the remaining Agents.



3. DESTROY CASTLE KURO

After a cut-scene, you need to destroy the castle. Your ship is miles away so go around the left side of the very outer castle walls to get to an Arkvoodle. Blast it with the Zap-o-Matic to reveal a landing zone. Call your Saucer, climb aboard and fly to the top of the castle. There are surface-to-air missile launchers so you might want to take them out first. Then blast each tower in turn. If you get low on energy, simply go and land at the landing zone to completely recharge in an instant. When the castle is destroyed the mission is complete. Land again and run up to the top of the castle to get the Gastro Datacore. Now head over to the next mission checkpoint in Takoshima City and talk to Dr Go.



TAKOSHIMA MISSION 4

OUR MAN CRYPTO

1. FIND THE BLACK NINJA BASE

Go find a Black Ninja and Body Snatch him. Then approach another Black Ninja and scan him to find out that the base is north of Takoshima City. Head to the north-west of the city, over the small bridge and you'll get to Shinobi Island, the Black Ninja's Base.

2. DESTROY ALL BLACK NINJAS

There are 20 Black Ninjas to destroy and things can get pretty hairy. The slow but reliable way to do this is to stand near the end of the bridge and pick off the Ninjas as they approach. If no more appear, head into the area to goad a few more out then retreat and pick them off. This should ensure you don't take a serious beating.

3. RETRIEVE THE CODE WORD

When you reach the 20 dead Ninjas target, head into the clearing and grab the briefcase to get part of a photograph with a code on it.

4. FIND PROFESSOR YUKI

After a chat with Dr Go, head over to the Zen Temple. Use your ship if you want, but don't forget to cloak. Get to the hut on the north side of the temple to find the Professor.

5. TALK TO PROFESSOR YUKI

You can only talk to her as a White Ninja so find one and 'Body Snatch' him. If you alert any other Ninjas, run around a bit until the coast is clear. Then go back and talk to Yuki.



6. SEARCH UNDER ROCKS AROUND THE ZEN TEMPLE

After talking to Yuki, go left to the next area and you'll see a collection of one large and four smaller rocks. Shift the smaller rocks with your PK power and you'll find the second code.

7. RETRIEVE THE CODE WORD

Grab the scrap of photograph. Now it's back to Dr Go.



8. DESTROY THE KGB BUILDING

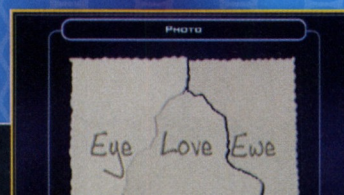
Go to the nearest landing zone and get your Saucer. Climb aboard then head over to the KGB building. You are attacked by loads of vehicles so either take as many of them out as you can, or simply go for it and blast that building until it crumbles.

9. KILL SASCHA SOYSORSKI

If you have enough energy left, blast this guy quickly before heading away.

10. PICK UP THE FINAL CODE WORD

Go and land your Saucer at the nearest landing zone then get back to where the KGB building was to pick up that final code word. It's pretty nasty out there so if you're not feeling ballsy enough to just run for it, try Body Snatching a civilian. When you grab the code, the mission is complete. Head over to Sashimi Village to meet Natalya and get your next mission.



TAKOSHIMA MISSION 5

YOU ONLY LIVE 137 TIMES

1. ESCORT NATALYA TO THE FIRST TERMINAL

Do as it says, using your Disintegrator Ray to take out KGB agents and your Zap-o-Matic to blitz those Ninjas.

2. ESCORT NATALYA TO THE SECOND TERMINAL

The methods are the same for this part. Explosive barrels are useful here too. Transmog any objects to gain extra ammo.

3. CLEAR THE CLUTTER FROM THE SECOND GATE

That's right, clear the boulders from the second terminal using your PK power.

4. GUARD NATALYA AS SHE ENTERS THE SECOND CODE

Natalya is under attack. It's only two Ninjas so fry them.

5. ESCORT NATALYA TO THE THIRD TERMINAL

Same again here folks.

6. DESTROY GUN EMPLACEMENTS

The third terminal is guarded by automatic guns. Select Disintegrator Ray and blast them as you strafe around the outside of them. Keep moving to avoid getting hit.





7. GUARD NATALYA AS SHE ENTERS THE FINAL CODE

Shoot the two KGB Agents when they attack. You'll then fall into the volcano. Watch the cut-scene then you'll find yourself alone and up against a time limit.

8. ESCAPE FROM MOUNT SEIYUKI

Grab the artefact from the centre of the room (if you're collecting them). Now run for the metal suspended walkways and shoot the first one to make it drop down forming a ramp. You only have a minute to get out so ignore the Agents, and don't run all the way along the walkways because the vibrations will make you fall. Instead, jetpack and float as much as possible, taking off and landing on the walkways where possible. Be quick and you'll just make it outside. Mission complete. You should be able to jetpack over to dry land to the left of this point where you'll find Pox and a landing zone. Talk to Pox.



TAKOSHIMA MISSION 6 KOJIRA KALU BATTLE

1. INVESTIGATE THE BUBBLES

Get in your Saucer then fly to the point marked on your radar.

2. FOLLOW THE BUBBLES

Follow the bubbles to the shore to trigger a cut-scene.

BOSS ENCOUNTER

3. DESTROY KOJIRA

This is a complete bastard. Shooting this massive creature with your Saucer is a non-starter. Although the ground forces reduce Kojira's energy, the creature is able to top it back up by destroying buildings. There are two ways to approach this fight. First, ditch the Saucer and run around on foot pointlessly shooting Kojira while darting around to avoid getting hit by her and the military. Kojira's energy will gradually reduce, and then be replenished by a slightly smaller amount each time. In this way,



you'll eventually defeat her, but it'll take ages and you'll never be quite sure how you did it.

Alternatively, stay in your Saucer and absolutely trash the city ensuring that Kojira has fewer opportunities to replenish her energy, then get out of your Saucer and join in the attack. Either way, it's a tough battle, and not terribly satisfying.

After defeating Kojira, you talk to Natalya. Mission complete. Now go to your Saucer and use the Navi-Com to go to Tunguska.





TUNGUSKA

TUNGUSKA MISSION 1 BACK IN THE USSR

1. CREATE A DIVERSION BY CAUSING DESTRUCTION

Get over to Science Town to meet Natalya and begin this mission. Once you have your brief, head over to a landing zone, get in your Saucer and start destroying buildings, cars, tanks, people... anything to fill up that Destruction Meter.



2. MEET NATALYA AT THE KGB BASE

Take your Saucer to the landing zone nearest the KGB base, then get out and head to the base on foot. There might be a lot of resistance so try to jetpack over the roofs where possible. Meet Natalya there.



3. ESCORT NATALYA TO SAFEHOUSE

As always with these protection missions, use the Disintegrator Ray while you have ammo then, when you run out switch to Zap-o-Matic. Where possible, blow up vehicles to take out several enemies at a time. And always stay near Natalya so that you know which attacking enemies to concentrate your fire on. Transmog any crates and barrels to top up your D-Ray ammo when you can. When you reach the Safehouse the mission is complete. Head over to the next mission checkpoint in Science Town to talk to Natalya.

TUNGUSKA MISSION 2 THE SIBERIAN JOB

1. FIND THE FUEL ROD CONTAINERS

Go into the Nuclear Power Station Compound in the middle of Science Town. 'Body Snatch' a scientist or soldier then use 'Free Love' to calm things. Now scan a couple of scientists to find out that there are Fuel Rods at Frozen Lake. Get over there now.



2. TAKE THE FUEL ROD CONTAINERS TO SERGEI'S TRUCK

When you get to Frozen Lake you are told to move the rods using the Saucer. Go to the Arkvoodle on the nearby hill, talk to it then get rid of the toxic barrels to open up a landing zone. Get to your Saucer and get in. Fly over the containers one at a time and use your tractor beam (L + A) to lift them up. Take each one over to Sergei's truck and drop it in the glowing zone.



3. DESTROY THE TRUCKS BLOCKING THE ROAD

After dropping off the containers, go blow up the marked trucks. You will come under heavy fire from surface-to-air missile launchers and tanks so clear them as and when you need to.



4. ESCORT SERGEI'S TRUCK TO THE SAFEHOUSE

Shoot up any vehicles on the road, concentrating first and foremost on the missile launchers. Use your tractor beam to move any vehicles that are blocking Sergei's route. Watch out for missile launchers on the top of the hills.

5. MEET NATALYA AT SAFEHOUSE

Job done. Land the Saucer and go find Natalya. After a short cut-scene it's mission accomplished. Head south to Patryucha to the next mission checkpoint (there's a landing zone there so use the Saucer). When you get there, talk to Natalya to get your next mission briefing.



TUNGUSKA MISSION 3 A DEADLY REACTOR

1. OVERLOAD THE GAS PUMPING MACHINES

Go to the tunnel entrance (follow the solid purple marker). Kill any bad guys hanging around the entrance. Pick up the fuel rod using your PK power (L and A). While holding it, make your way into the tunnel. You can use the right analogue stick to move it up, down, left and right. In the main chamber, go around the back of the chamber, face the green glowing structure in the middle (there's a gap in it) then, while still holding the fuel rod aloft, press C to push the rod towards the gap to insert it. Job done.

Now make your way to the next tunnel entrance. Approach it from the top of the hill and look down on the area from the top of the tunnel. From here you can take out the gun turrets from safety and maybe a couple of Russians. Then drop down and mop up the remaining bad guys. Go into the tunnel and clear the area of bad guys before coming back out and grabbing the Rod with your PK power. Head into the tunnel as before and insert the rod.

Now go to the third tunnel entrance. Same procedure again. Take out the defences from above the tunnel entrance. Drop down and mop up the bad guys, go through the tunnel taking out any other



TUNGUSKA MISSION 4

THE COMRADE WHO CAME IN FROM THE COLD

1. FIND DOCTOR ORLOV

After talking to Sergei, go and 'Body Snatch' someone, then scan another character to discover that Orlov is at Frozen Lake. Go to your Saucer and head over to Frozen Lake. Go to the house to the west of the boat. A cut-scene plays out.



2. PROTECT DOCTOR ORLOV

This is a tough one because if you fail to protect Orlov's hut, you get sent back to the beginning of the mission. Before you begin, top up your Disintegrator Ray then get stuck in and attack the Russian agents, circling around the house in a clockwise direction taking out any bad guys as they crop up. Always sort out the ones nearest the building as they are the ones who will blow it up. After several waves of attackers Orlov will emerge.



3. TALK TO DOCTOR ORLOV

Do as it says.

4. FIND THE ARTEFACT AT THE RESEARCH FACILITY

Get back to your Saucer and head over to the landing zone nearest Science Town. Go on foot to the marker on your radar. Travel around the research facility looking through the fence until you see a metal crate with a yellow label on it. The artefact is in here. Without entering the facility, shoot through the fence with your D-Ray to blow up the container. The artefact is revealed. Now you can jetpack in and grab it. You might take a little damage, but keep moving and you'll be fine. Get the artefact, jetpack back out and it's mission complete. Now head over to the second mission checkpoint and talk to Pox.



guards, then come back out and grab the Rod (if a tank has turned up, get rid of it before you proceed). Take the rod into the tunnel and insert it into the final gas pumping machine.

2. INVESTIGATE THE BASE

Now you need to get up over the hill to Strange Base (your target is on the radar). You'll meet Pox and discover shocking news about an old foe.

3. DESTROY THE BLISK PATROL

There are two large Blisk enemies and two smaller ones. Your Disintegrator Ray is useless against them so use your Zap-o-Matic. Get the enemy in your sight and keep firing while constantly moving backwards (pull down to move out of the screen). In this way you can keep running away while inflicting damage. Be careful not to run into the gas clouds or you'll take serious damage. If you do, stop firing and run away for a while to recharge. You'll soon see them off.

4. TALK TO POX

Go back to Pox and talk to him. Mission complete. There are now two mission checkpoints available. Go to the furthest one (over by the KGB base) and talk to Sergei to get a new mission.



TUNGUSKA MISSION 5

A HARD DAY'S FIGHT

1. RETRIEVE THE NEXUS CRYSTALS FROM THE BLISK BASE

Head to the nearby Blisk Base. When you get there you'll get another message from Pox.

2. RETRIEVE THE NEXUS CRYSTAL FROM ATOP THE WARSHIP

This is a truly vile platforming section. The crystal you seek is right at the top of one of the towers of the buried warship. There are three tall pointed towers and a central column. As you approach the towers you will be assaulted by Blisk warriors. There's no point trying to clear them away because they just keep coming. So, run around the warship until you locate a platform sticking out of one of the outer towers. Run towards the tower and jetpack up onto that ledge. Once you're on it, the Blisk below are no longer a problem.

Now for the really difficult part. You now need to get up to the top of the warship by jetpacking from ledge to ledge across each of the towers. Each time you land on a ledge, turn around to locate the next one up and face it square on. Don't run forwards while jetpacking as you'll often overshoot or bounce off a wall. Jetpack vertically upwards, then, when you are significantly above the target ledge, push towards it and stop firing the jetpack. If you've done it correctly you should drift down onto the ledge safely. If you drop all the way down to the ground you'll have to start again, but after a bit of practice, what seemed impossible will become quite straightforward.



3. RETRIEVE THE NEXUS CRYSTAL FROM THE GASSY AREA

This one's not so bad. Skirt around the hills then nip in, grab the crystal then get back out to the hills. If the Blisk damage you badly, head out of the area to recharge before trying again. Now go to the eastern part of the area.



4. TAKE DOWN THE BLISK WARRIOR

The third and last crystal is held by one of those large Blisk warriors. You need to kill it to get the crystal. This is moderately difficult. Take out the smaller Blisk with your D-Ray and when you get the chance concentrate your Zap-o-Matic on the big guy until he's dead. If you get low on energy RUN AWAY! Don't be shy about running away and recharging.

5. PICK UP THE NEXUS CRYSTAL

When he's dead, go and get the crystal from nearby.



6. INSERT CRYSTALS INTO CORRECT SOCKETS ON BLACK WARSHIP

Now you need to place the crystals. The Sockets are positioned around the base of the three towers. They're colour coordinated. You'll be attacked as you run around, but be brave and keep running. As you approach a socket note the colour, then, when you're next to it, hit the correct button (△ for yellow, ⊕ for blue, and ⊙ for red). If you make a mistake, hit ⊗ to remove the crystal, and run away or you'll get attacked. When all three crystals are placed, Pox will tell you what to do next.

7. DESTROY THE THRUSTER CORE OF THE BLISK WARSHIP

Okay, run away and recharge and get to your Saucer. There will be a few Blisk preventing you from entering your Saucer so get rid of them first. Now fly over to the Blisk warship and keep blasting the central column. It takes a while but eventually it will be destroyed. That's one of the toughest missions completed. Now go over to the next mission checkpoint in Science Town.



TUNGUSKA MISSION 6 THE GOOD, THE BAD, AND THE FURON

1. FIND NATALYA

You will be under attack at this point. Just run away and find a Russian civilian to 'Body Snatch' then scan another one to find out that Natalya is in the KGB Base. Get over there now. Go to the fenced off section on the north side of the base to find Doctor Orlov. Clear the area of any immediate threat then talk to the Doctor. Next, 'Body Snatch' a Russian soldier and scan another to find out for sure that Natalya is at the Alien Base. Go over there now. After landing your Saucer nearby, wander south-west across the Blisk Base and you'll activate a purple marker on your radar. Head over to it and a cut-scene shows what's happened to Natalya.



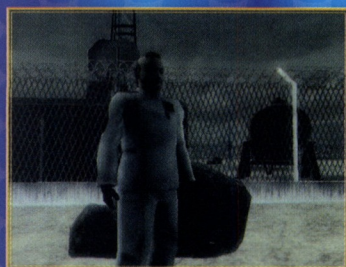
2. RESCUE NATALYA

You need to shoot the power units connected to Natalya's prison cell. Just go up to each one in turn and Zap it. Unfortunately, scientists keep trying to mend the power units so shoot them as well. Jetpack from one side of the area to the other to avoid the low-lying gas. Once that's done, Natalya is free.



3. TALK TO NATALYA

Go on, have a chinwag. That's it, mission complete. Now get back to your Saucer avoiding the Blisk, then use your Navi-Com to travel to Solaris.



SOLARIS

SOLARIS MISSION 1 1969: A SPACE ODYSSEY

1. FOLLOW THE LUNAR ROVER TO THE MINING ZONE

After talking to Natalya to trigger the mission, head over the the Mining Zone and locate the Lunar Rover. You might meet some resistance along the way, but not enough to worry about.

2. DESTROY THE URSA MINERS

Just shoot each of the Miners (digging vehicles) a few times with your D-Ray to destroy them.

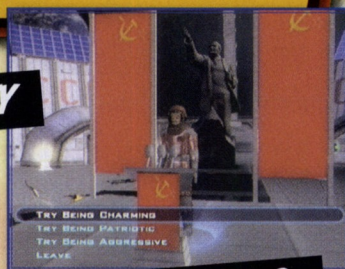
3. DESTROY THE REMAINING URSA MINERS

Now you have seven more of those Miners to destroy. This time they're inside the mines which can be problematic. You can pretty much ignore the green and white-clad cosmonauts as they tend to run away from you. The red ones are a bugger though. The longer you fight your way through the mines, the more of them attack, so after destroying each Ursa Miner, it's worth heading outside and cleanly 'Snatching' a Russian before going back in to safely locate the next Miner. If enemies are hiding behind crates or pods, blow 'em up. Otherwise, Transmog them for more ammo.



4. DESTROY THE CONVOY

Get out of those tunnels and head for the convoy quickly (it's marked on the radar). The convoy vehicles are tough and you'll be attacked on all sides so head straight for your saucer. Climb aboard then take out the convoy effortlessly with the saucer. Mission complete. Now head south of the Cosmonaut Base to talk to Pox and start your next mission.



SOLARIS MISSION 2 RUSSIAN ROULETTE

1. CONVINCE THE CROWD IN THE COSMONAUT BASE

Make your way to the base. On the way over there, 'Body Snatch' a Cosmonaut. Make sure it's a clean snatch, if not run around until you're clear. Then enter the base and stand on the podium that's marked on the radar. Try to talk to the crowd. Unfortunately they're waiting for Comrade Leonid.

Head out of the base and go towards the green blob that's now appeared on the radar. Enter the dome and locate Leonid. 'Body Snatch' him then quickly run all the way back to the podium in the other dome. Try making a speech again. This time you have more success. Start by bad-mouthing the Blisk and Milenkov. Then manipulate their gullibility and you should get them eating out of your hands, well, eventually.

2. GET OUT OF THE DOMES

While the battle kicks off run out of the north tunnel. At the next dome run west, and at the dome with the plants in it exit south. Keep going south across the yard and go through the exit tunnel. That's another mission complete. Now head over to the next mission checkpoint near the Radar Dome. When you first get there, get Arkvoodle to activate the landing zone by smashing up the mining equipment. Now talk to Pox.



SOLARIS MISSION 3 SPACE: 1969

1. DISABLE THE ENERGY DOOR

Can't figure out a way to open that pesky energy door? Follow the cables coming from it and you'll find several arrays of solar panels. Take out all the panels to take out the energy door. You can do this either on foot (ouchie painful) or more rapidly if you go and get your Saucer.

2. OVERLOAD THE RADAR GUIDANCE SYSTEM

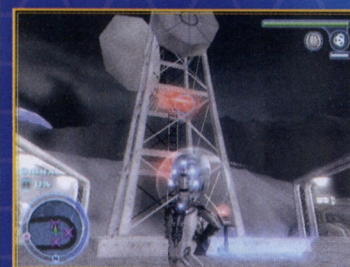
Park your Saucer and enter the Radar Dome. It's pretty hectic in there. Skirt the edge of the area taking out the gun turrets and cosmonauts. Keep moving or you'll die. When the hazards are cleared, move to the central area and walk up to each console in turn and click 'Rotate' repeatedly until the huge radar dishes all point directly inwards. After an eye-opening cut-scene with Milenkov, the mission is complete. Go outside and head west to the next checkpoint in the Comms Zone. Talk to Pox to obtain the next mission.



SOLARIS MISSION 4 DESTINATION MOON

1. SEND A COMM-SIGNAL TO THE ASTRONAUTS

Head outside, approach the three Comm towers and switch them on. When this is done, scientists will approach and try to switch them off again. Plus you're under attack from cosmonauts. No real advice here, just keep moving, killing those scientists and keeping the towers switched on. Be quick. You need to keep all three towers switched on until the signal strength creeps up to 100%. Let the scientists tamper with them and you'll be back to square one.



2. PROTECT THE LUNAR LANDER

Okay, things are a bit hot where the Lander is about to touch down. There are laser cannons and loads of red cosmonauts. Quickly head off to the nearest Landing Zone and get your Saucer. Come back and blast the area clear allowing the Lunar Lander to, well, land. Concentrate on any laser cannon or missile launchers that come along then mop up the cosmonauts too. This objective goes on a bit, but eventually the lander will touch down.



3. PICK UP THE VIRAL STRAIN

Go park your Saucer nearby then get back here to pick up the Viral Strain. Mission complete. Now head further west to the next mission checkpoint near the Blisk Base. Meet Natalya to receive your next mission (you might want to activate the nearby landing zone first). Be aware, this area is swarming with Blisk, so you need to employ your D-Ray and Zap-o-Matic where necessary. If your ammo isn't fully topped up at this point, get it done now. You'll need it.

SOLARIS MISSION 5 DARK SIDE OF THE MOON

1. DESTROY THE BLISK BASE AND 2. PROTECT NATALYA

Get ready, the rest of the game ain't pretty. Follow Natalya over the bridge. You are immediately set upon by loads of Blisk. Take them out with the D-Ray. Over the bridge there are three large Blisk. Keep your distance and use the Zap-o-Matic on them. Cross the next bridge (use the D-Ray on the smaller Blisk again) and enter the base. From here on you need to attack the Blisk each time they go for Natalya. If you run out of ammo, use Transmog on the glowing energy pods to get more.

In the second chamber there are small and large Blisk. Take them out in the usual way, backing off as you fire. We make it sound simple but at this stage



it's anything but. There are no short cuts though. Technique is everything. When the Blisk are dead, you find your way blocked. There are three energy pods. Take the red one out with your Ion Detonator, the blue one can be destroyed with the Zap-o-Matic and the yellow one responds to the D-Ray. In the next chamber take out the small Blisk and top up your ammo. Cross the bridge.



3. GUIDE NATALYA TO THE NEXT BLISK COLUMNS

In the next series of chambers, you need to take out the small Blisk and destroy a series of support columns. You can use your Zapper or D-Ray, it's up to you, but the pillars take quite a while to destroy so it might be better to use the Zapper and save your ammo.

After the first column, head along the narrow walkway (step off and you take damage), kill the large Blisk, then get rid of the large eggs using your Ion Detonator.

Next, kill the large Blisk and destroy the mines and resultant gas clouds with your D-Ray. Destroy the next set of eggs then you're in an area with more small and large Blisk and another support column. You know what to do.

3. STOP THE GAS JETS

Now you come up against a gas problem. First take out the large Blisk. Locate the nearby egg-like objects then pick one up with your PK power. Carry it over to the gas generator, locate the hole on the other side and push the egg into it to overload it. Now get Natalya to follow you again.

4. GUIDE NATALYA TO THE NEXT BLISK COLUMN

In the next large chamber you are attacked by a series of small and large Blisk. Take them out in the usual way while Natalya concentrates on the central column. Don't forget to concentrate on any Blisk that are attacking Natalya directly. When the column is destroyed, a cut-scene illustrates the spectacular results.



SOLARIS MISSION 6 MILENKOV

No mini objectives here, just a final showdown with the hideously mutated Milenkov. In his first phase, he sends out plasma missiles and plasma flares, both of which home in on you, so keep moving. You'll find that after taking a load of his energy, he'll recharge. At this point Pox will reveal that it's his armour that helps him recharge. With that in mind, watch closely as you attack him to see which bits of armour break off and which ones you have left to get rid of. We found the humble Zap-o-Matic to be the best for this bit. If you run low on energy at any point (and you will) run outside the arena and hide behind the towers and rocks until you recharge.

When Milenkov's armour is all gone, you can inflict permanent damage. The Zap-o-Matic is fine for this, but it's a bit slow so you might want to switch to the D-Ray now. Keep firing on him from outside the central area so you



FURTHER PLAYING

If you liked this game, then try...

- 1 Destroy All Humans! (THQ)
- 2 Star Wars: Battlefront II (LucasArts)
- 3 Rampage: Total Destruction (Midway)

FINAL THOUGHT

If you thought the single-player game was a bit easy, don't forget there are still loads of Arkvoodle Cult missions and Odd Jobs to complete. It's a bigger game than you thought.

can get cover from the scenery. He'll start sending out more plasma bolts and missiles than before, but keep moving and you'll be fine. If you're having trouble remember this: if he fires missiles from his tail, get behind the scenery to avoid them, if he fires plasma bolts, don't keep running in the same direction, change direction and you should avoid them. Keep at it and you'll defeat him more easily than you might expect. And that, dear readers, is that. Enjoy the end sequence.

GAME OVER



'So, Crypto, what have you been up to since defeating that menace Milenkov?'



Leave him alone, Pox, he's just been 'cloning' around.



'Bottoms up!'

LOAD TIME

» Load breaks constantly occur when starting missions and entering new areas. They are relatively short, though



DIFFICULTY

CEMENT

VERY HARD

BIT TRICKY

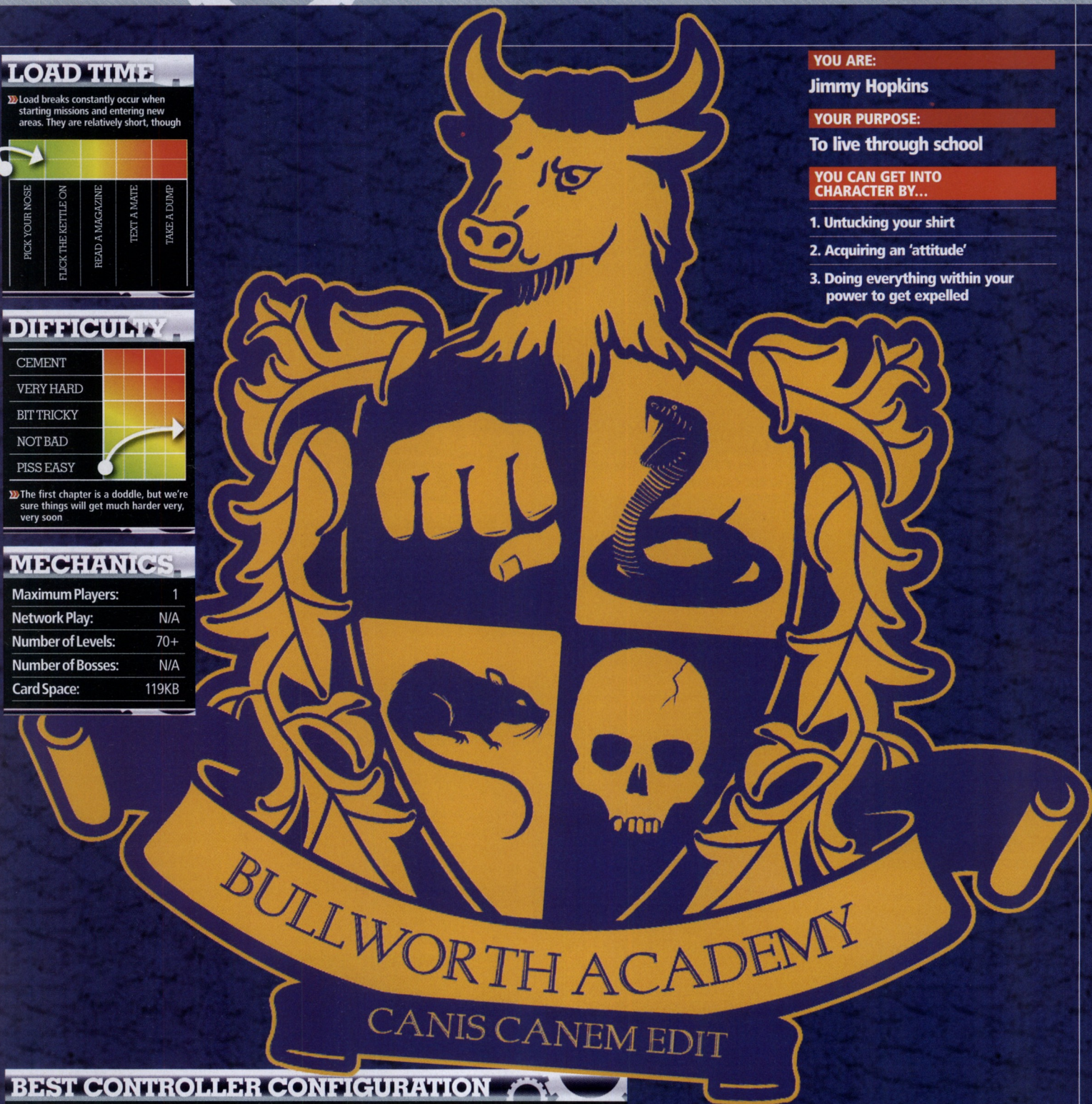
NOT BAD

PISS EASY

» The first chapter is a doddle, but we're sure things will get much harder very, very soon

MECHANICS

Maximum Players:	1
Network Play:	N/A
Number of Levels:	70+
Number of Bosses:	N/A
Card Space:	119KB



YOU ARE:

Jimmy Hopkins

YOUR PURPOSE:

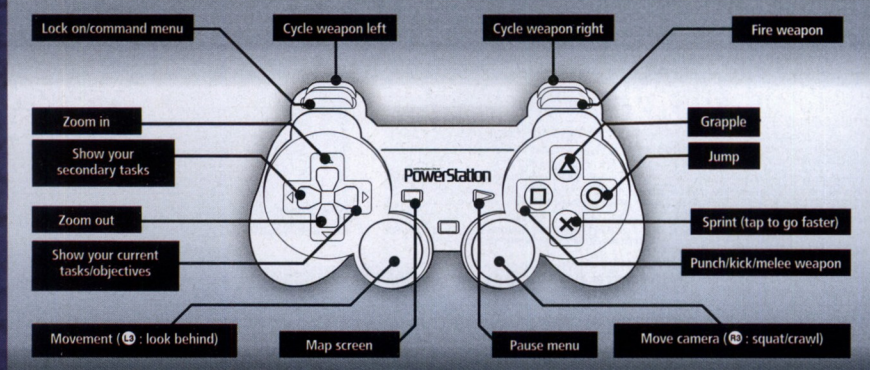
To live through school

YOU CAN GET INTO CHARACTER BY...

1. Untucking your shirt
2. Acquiring an 'attitude'
3. Doing everything within your power to get expelled

BEST CONTROLLER CONFIGURATION

DEFAULT SETTING



Pay attention at the back. In this introductory first lesson we teach you how to make friends, wedgie people and pass your exams

SPECIFICATION

Development team	Rockstar Vancouver
Publisher	Rockstar
Official website	www.rockstargames.com/bully/home



10 THINGS TO DO IN...

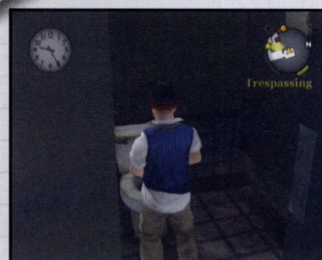
YOU WILL LEARN MORE COMPLEX MOVES AS YOU GO ON...



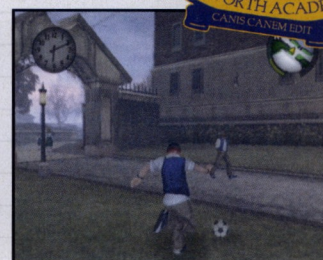
PULLING HAIR AND EATING DIRT

It's a dog eat dog world at Bullworth Academy and the only way you're going to get through is to stick up for yourself and earn some respect in the school of hard knocks. Here are all the attack moves you can unlock in the first chapter and where to unlock them.

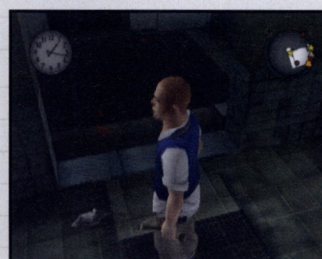
MOVE	CLASS	COMMAND
Lock-on/block	Standard	LT
Three-hit combo	Standard	□, □, □
Grapple	Standard	△
Grapple punches	Standard	△, then □, □, □
Throw	Standard	△, △
Ground kicks	Standard	□ (when opponent is on the ground)
Uppercut	Hobo	Hold □
Headbutt	Gym 1	Press △ to grapple then hold □
Three-hit charge combo	Gym	Press △ to grapple then □, □, hold □
Takedown	Gym 3	Press △ to grapple then ○
Dismount	Gym 3	Press × after 'Takedown'
Pull up	Gym 3	Press △ after 'Takedown'
Knee drop	Gym 3	Press ○ after 'Takedown'
Three-hit combo	Gym 3	Press □, □, □ after 'Takedown'



- 1 Take a pee**
Visit any of the toilets, approach a toilet or urinal and press △ to relieve yourself.



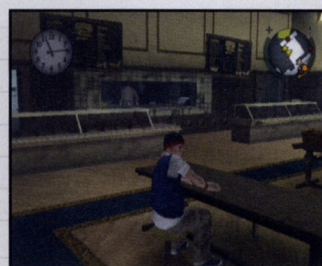
- 2 Score a goal**
There are footballs dotted around the school grounds. Press ○ to hoof them.



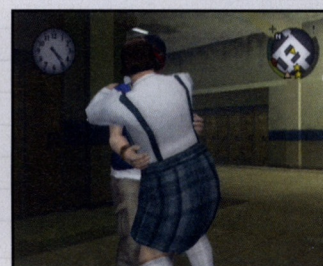
- 3 Kill a rat**
You'll find these rodents in the canteen. Use your slingshot for a spot of pest control.



- 4 Slide down rails**
Just to underline your 'cool kid' status, press △ next to a rail or banister to slide down.



- 5 Sit at a table**
Walk up to any table and press △ to sit down. Jimmy will then casually look around.



- 6 Snog a munter**
Find the ugliest girl in the school, woo her with gifts and then plant one on her.



- 7 Start a food fight**
Go to the canteen, pick up some food from the baskets and hurl it to start a food war.



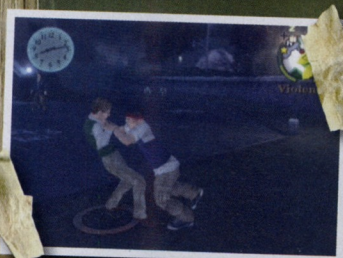
- 8 Start a bitch fight**
Get a girl to 'like' you, crack onto one of her mates and see what happens!



- 9 Play mini-games**
Walk up to the coin-op in the boy's dorm and play a *Micro Machines*-esque mini-game.

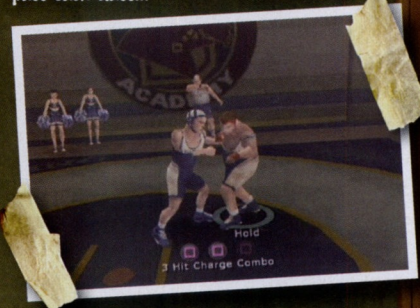


- 10 Wedgie a nerd**
Walk up behind them, hold LT and then press ○.



SCHOOL CURRICULUM

When your normal school routine begins, you will have to attend two classes per day (one at 09:00am, the second at 13:00pm). Passing these classes will unlock additional rewards. In chapter one, the order of the classes is as follows: Chemistry, English, then Art and Gym. After the gym class, the first class of the following day will be Chemistry again and so on. Here's how to pass each class...



GYM

Before starting this class, you will need to get changed in the boy's locker room in the gym block. Once done, you will either indulge in a spot of wrestling to learn new combat techniques or play some dodgeball depending on which gym class you are currently attending.

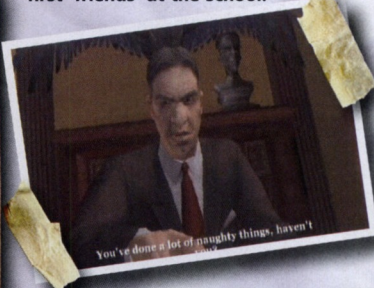
PASS	REWARD
Gym 1	Headbutt and three-hit charge combo moves
Gym 2	Accuracy upgrade
Gym 3	Takedown moves
Gym 4	Accuracy upgrade
Gym 5	Accuracy upgrade

Note: After passing gym class you can instigate a game of dodgeball at any time from the boy's locker room. You will face teams of preps, greasers, jocks, townies and then random teams for a \$15.00 bonus each time - this is a good way of making a quick buck.



CHAPTER 1 MAKING NEW FRIENDS AND ENEMIES

At the start of this chapter you will have to go and meet the Principle and then change into your school uniform at the Boy's Dorm. Along the way you will also fight a group of bullies to get accustomed to the fight controls and be introduced to Gary and Pete, your first 'friends' at the school.

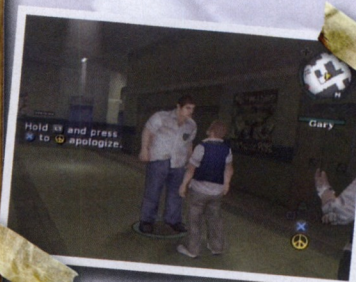


MISSION 1 THIS IS YOUR SCHOOL

LOCATION: Main school building
REWARD: None

This first mission will get you used to your surroundings and some of the many actions you can perform to get through your normal school day. Gary will give you the guided tour and your first task will be to pacify Russell, the school bully. When this ogre approaches you, hold **L3** to bring up your command menu and then press **X** to 'apologise'. Perform the same task again to pay him off. Your next task is to break into Russell's locker. Approach the locker highlighted and then press **A** to start picking the lock. Use the right analogue stick and rotate it in the directions indicated. Once you get inside the locker you will obtain the 'Bullworth Cap (Classic)'. You will then be harassed by a prefect, so hide in the bin indicated until your 'Trouble' meter fully depletes to avoid any further hassle.

Gary will now lead you to talk to Eunice. Use your command menu to greet her and then go and retrieve her chocolates from the cheeky chap in the boy's toilets (approach him, hold **L3** to bring up your command menu and then press **C** to get the chocolates back) - your reward will be a big smacker - eugh! Your lessons will now begin (see school curriculum).



? RUBBER BANDS

? G&G CARDS

? GNOMES

MISSION 2 THE SETUP

LOCATION: Outside main school building
REWARD: Slingshot

Chase Davis (hold **X** to run) and when he hides behind the corrugated iron gate, duff up his crony and then hammer the **A** button to open the gate. Resume the chase and then keep fighting Davis's henchmen and opening the various doors. Eventually you will face Davis, who will be standing on top of an old shed. Target him using **L3** and then lob firecrackers (or any other weapons that are laying around on the ground) at him. After two hits you will complete the mission.





MISSION 3 SLINGSHOT

LOCATION: Boy's dorm
REWARD: Nerd respect +5

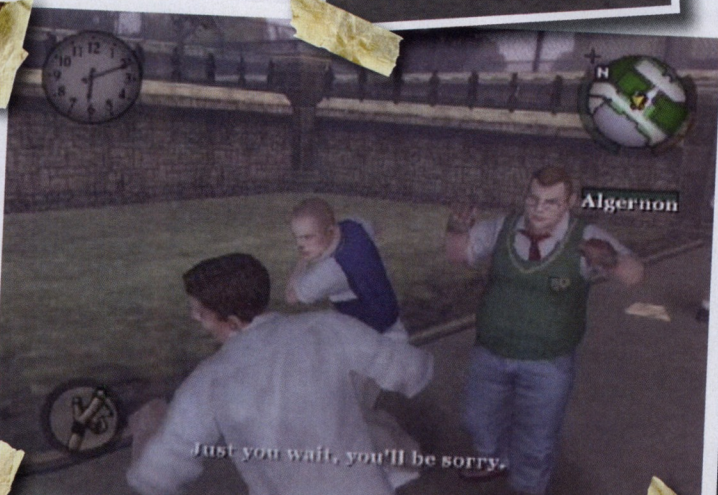
Make your way to the school bus and then practice using the slingshot by smashing the windows (simply hold **L1** to lock-on and press **R1** to shoot). Once the entire row has been smashed, make haste to the football field. Once there, climb the tree to the left and sit on the branch. Now press **↑** to go into 'aim' mode and take out each of the jocks. Job done.



MISSION 4 SAVE ALGIE

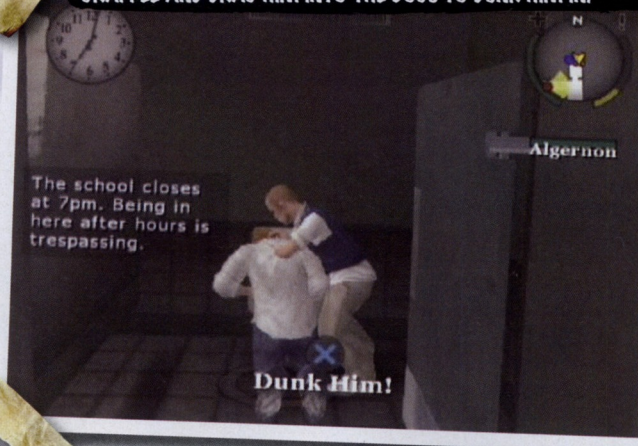
LOCATION: Library
REWARD: \$5.00, Bully respect -5, Nerd respect +5

This is a basic escort mission. You have to get Algernon to his locker unscathed. There is one bully lying in wait outside the library and a two-strong gang just the other side of the arch leading towards the school. You will be informed that you must get the lumbering geek to the bathroom before he soils himself, so enter the main building and head upstairs to the boy's restroom. Once Algernon is in the cubicle, defend him from the two bullies that enter the restroom – stand away from the door so that no passing prefects see you. When Algie has relived himself, take him to his locker to complete the mission.



BE SURE TO GET THE FIRST PUNCHES IN TO PROTECT ALGERNON

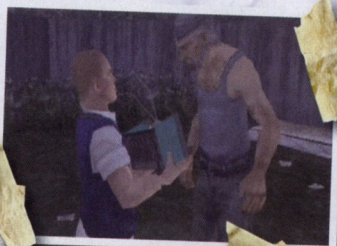
GRAPPLE AND DRAG HIM INTO THE BOGS TO DUNK HIM IN!



MISSION 5 A LITTLE HELP

LOCATION: Boy's dorm
REWARD: Uppercut move

Head to the area behind the old school bus and harass the tramp. The pee-swiggling bum will then set you the task of locating a transistor for him. This is located on the roof of the garage. Climb the ladder to get up there and then take the transistor back to the tramp. In return he will teach you the uppercut combat technique.



MISSION 6 DEFEND BUCKY

LOCATION: Boy's dorm
REWARD: Skateboard, Bully respect -5, Nerd respect +5

Head to the Auto Stop and beat up the two bullies harassing Bucky – use their baseball bat to make things easier. Two more will arrive from around the corner, so try and stop them before they inflict any more damage on Bucky. With those two taken care of, open the door to the garage and wait for Bucky to obtain his parts. Now make a break back out of the area. You will have two more goons to contend with before you can complete the mission – your reward is the Skateboard.



MISSION 7 THAT BITCH

LOCATION: Girl's dorm
REWARD: Beatrice now likes you!

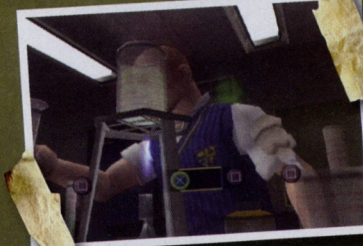
If you don't already have some stink bombs in your possession, then you'll need to buy some from Fatty in front of the Library. Head to the Gym and enter the girl's locker room, then pick the lock of the locker indicated and plant a stink bomb inside – make sure you monitor the movements of the prefects outside because you don't want to get busted mid-mission. You can now return the lab notes to Beatrice, but wait in one of the cubicles and watch as Mandy encounters the stink bomb – she will puke on the floor and then proceed to puke her ring up in one of the cubicles. Very amusing.



ART

This strange mini-game involves drawing boxes with your paint brush to expose the hidden picture and you must do this by avoiding the various enemies. Some enemies, like the scissors, you have to avoid running into; with other enemies, like the erasers, you must time your runs so that they don't touch the lines you are drawing. As you progress through the classes, more enemies appear and it gets faster. You have three attempts per class to complete the picture.

PASS	REWARD
Art 1	The ability to exchange a gift for a kiss
Art 2	Kissing bonus (50% health)
Art 3	Kissing bonus (75% health)
Art 4	Kissing bonus (100% health)
Art 5	Kissing bonus (no gift required)



CHEMISTRY

This is a simple bemani-style game in which you must press the buttons indicated as they pass through the window in the middle of the screen to complete your chemistry experiment. This class gets more complicated as you move on through the classes, as the button patterns get more complex and faster. This is by far the easiest class to pass.

PASS	REWARD
Chemistry 1	Fire Crackers
Chemistry 2	Stink Bombs
Chemistry 3	Itching Powder
Chemistry 4	Full ammo
Chemistry 5	Unlimited chemistry set

ENGLISH

This class really tests your vocabulary as you have to make as many words as possible out of the six letters you are given. You have three minutes to complete this assignment and the amount of words that it's possible to make are outlined on the sheet of paper to the left of the screen, along with handy markers so you can tell exactly how many letters there are in each word. Of course, this being a guide, you can just copy our answers to pass!

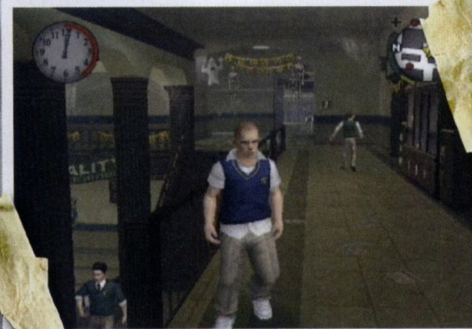
CLASS	LETTERS	WORDS	REWARD
English 1	L, I, E, M, O, W	MOW, LOW, WOE, ELM, MEW, OWL, MEWL, WELL, MOLE, MOLL, MELLOW	Apology bonus
English 2	T, I, G, F, H, S	HIT, FIT, FIG, ITS, HIS, SIT, FIST, FITS, FISG, FISH, THIS, SIFT, HITS, SIGN, GIFT, GIST, SHIFT, FIGHT, SIGHT, GIFTS, FIGHTS	Taunt bonus
English 3	I, M, S, S, E, L	LIE, ELM, ELMS, LESS, MILE, MESS, MISS, LIES, SEMI, LIME, SLIM, MILES, SMILE, LIMES, SLIME, SMILES, SLIMES	Apology bonus
English 4	R, A, C, N, Y, O	CAR, COY, KAN, NAV, NOR, ARC, CRY, CAN, RAY, YON, CAY, CON, CORN, RACY, CYAN, ORCA, NARC, YARN, CORN, CRAYON	Taunt bonus
English 5	A, D, R, G, E, G	RAD, ERG, EGG, DAG, RAG, GAD, GAG, AGE, RED, READ, DREG, DEAR, DARE, EGAD, GRAD, AGED, GAGE, RAGE, GAGER, GRADE, RAGED, DAGGER, RAGGED	Apology bonus

MISSION 8 THE DIARY

LOCATION:
REWARD:

Girl's dorm
\$20.00

Head to the back of the school, jump up onto the balcony, via the gap in the wall, and then climb the trellis. Climb in through the window and you'll be told to check the math room. This is locked so go downstairs, avoiding the prefects, to the staff room. Once inside, take the diary from the desk and then leave the school via the main entrance and give the diary back to Beatrice.

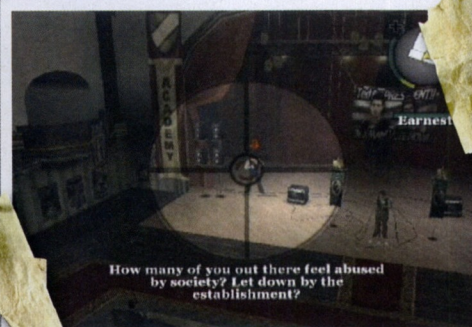


MISSION 9 THE CANDIDATE

LOCATION:
REWARD:

Main school building
\$5.00, Jock respect -5,
Nerd respect +5

Quickly run to the auditorium before the red timer surrounding your clock expires. You will now have to protect Ernest for the duration of his speech using the super slingshot and its telescopic scope. The key to completing this mission is to watch your radar to see where each jock appears and then quickly aim in that direction to take them down before they can inflict any damage on Ernest. Keep your slingshot in its most zoomed out state and then just press **R1** to fire when your crosshair turns red after you move it over your target. As long as Ernest's health bar doesn't fully deplete before he finishes his speech then you will complete the mission.

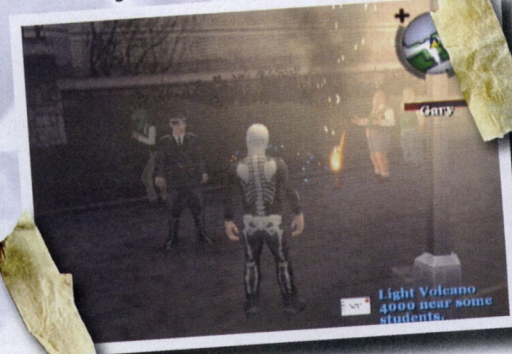


MISSION 10 HALLOWEEN

LOCATION:
REWARD:

Boy's dorm
The Big Prank

After completing 'The Candidate' your clock will disappear and you will have your timed restrictions lifted to explore the school a bit and collect all the 'rubber bands' and 'G&G Cards' dotted around the area. When you are ready to start this mission, go to your room and change into the Halloween costume in your wardrobe. You now have to go outside and complete five pranks. This involves talking to the students marked with the blue cross, holding **L1** and pressing **X** to undertake the task. The tasks involve tossing eggs, stink bombs, fireworks and all sorts of other things at your peers. Once you have completed five pranks you will unlock the Big Prank.

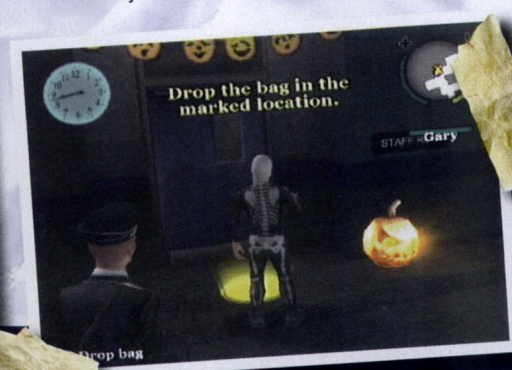


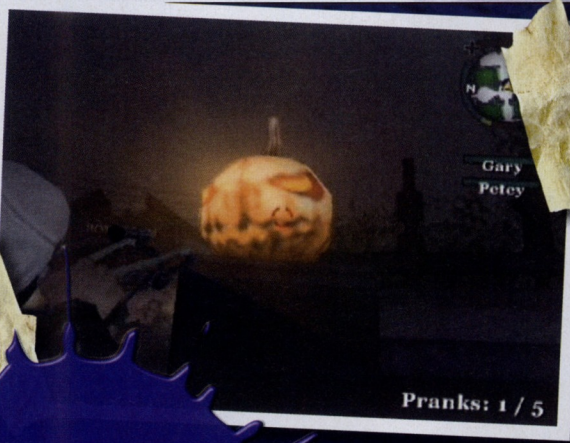
MISSION 11 THE BIG PRANK

LOCATION:
REWARD:

Fountain
Red Ninja Costume

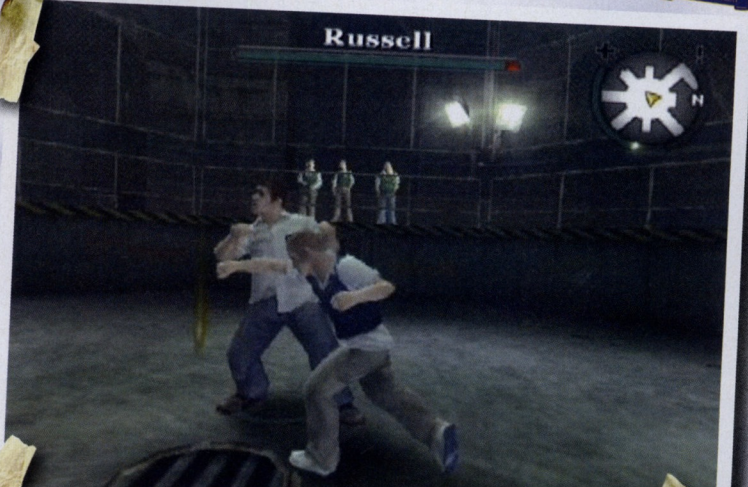
Remember, you can only perform this prank on Halloween night. If it's late and you're compelled to sleep, then this mission will never be available again once you wake. Run to the garden and protect Gary from Chad (the dog's owner). Gary will then feed Chester some rancid meat, forcing the unsuspecting hound to lay a most horrific turd. Take the sack of dog poo to the main school building and then drop it on the ground in front of the staff room door. Now pull the nearest fire alarm, which is right behind you, turn around and watch the fun. Be sure to run away from the clearly livid teacher afterwards.





HALLOWEEN SIDE-MISSIONS

REWARD: Pumpkin Head, Edna Mask
During Halloween night there are two collect side-missions you can undertake. There are 19 tombstones (red) scattered around the school grounds that need to be destroyed and 27 pumpkins (yellow) that must be destroyed. The tombstones are only situated outside whereas the pumpkins are inside the boy's dorm and the main school building as well as outside. Use this map to find them all.



MISSION 12 CHARACTER SHEETS

LOCATION: Library
REWARD: \$15,00!

Speak to Melvin the nerd and he'll inform you that some unscrupulous pupils have made off with his Grottos and Gremlins character sheets and you have to return them. The first thief is leaning against a nearby wall smoking a fag. Approach him slowly, keeping your distance and equip your super slingshot. Zoom in on him and shoot him twice in quick succession. This should cause him to fall to the ground and give up the sheet. Failing that, you will have to chase him around the school grounds, avoiding the marbles he throws. The other sheets are much easier to obtain as they involve straightforward fights, although the 'kicking in the nuts' one involves rapidly pressing the **△** button (after receiving your kick in the plums) to get up again within five seconds.



MISSION 13 HELP GARY

LOCATION: Boy's dorm
REWARD: Chapter 2 unlocked!

Follow Gary and kick the three prep guys' asses then follow him to the basement. Pull the switch to open the first door then jump through the hole in the cage wall to pull the second lever. Fire your slingshot through the broken window on the door of the next cage to pull the lever, then use the fire extinguisher to put out the furnace in order to get past the steam jets (be sure to pick up the 'Transistor Piece' and take this to the Hobo after hours to learn more combat moves).

Gary turns out to be a double-crossing low-life who will then pit you against Russell in a no-holds barred fight. This guy is surprisingly easy to beat. Just keep using **Ⓢ** button combos to gradually chip away at his energy bar and then keep moving so he doesn't charge up any moves to flatten you. Don't bother attempting to grapple him as this proves ineffective; just keep using punch combos and uppercuts and you'll soon beat him.

NEXT MONTH

Term will resume next issue with the rest of the missions nailed, plus all the side-missions completed, item locations pin-pointed and mini-games mastered.

FURTHER PLAYING

If you liked this game, then try...

- 1 Grand Theft Auto (Rockstar Games)
- 2 Scarface (Vivendi Universal)
- 3 The Godfather (Electronic Arts)

FINAL THOUGHT

It's like GTA, but in a school! What could possibly be better? We have only scratched the service of all the pranks and merry japes you can get up to, so expect the next instalment to be 'skill'!

LOAD TIME

» Frequent and occur several times per mission. Thankfully, there are factoids about the film to read while you wait



DIFFICULTY



» Some missions will have you gnawing your own arm off in frustration – especially 'A Taste For Blood'

MECHANICS

Maximum Players:	1
Network Play:	N/A
Number of Levels:	11
Number of Bosses:	5
Card Space:	73KB

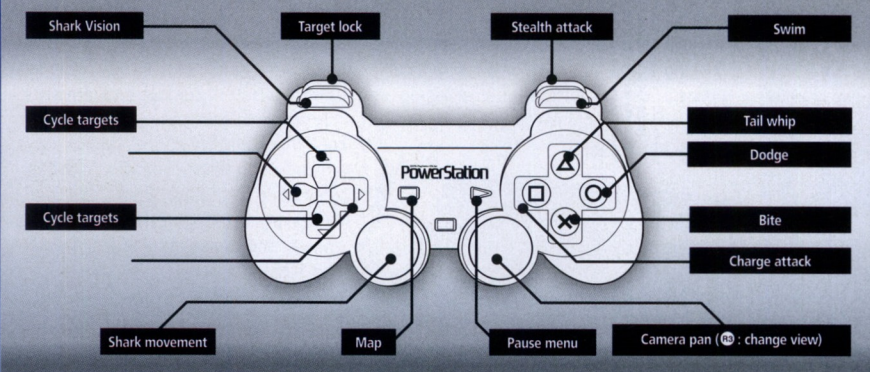
JAWS™

UNLEASHED

Treasure chests, special items and movie-unlocking tin cans – we reveal what lies beneath the murky depths!

BEST CONTROLLER CONFIGURATION

DEFAULT SETTING



SPECIFICATION

Development team	Majesco/Appaloosa Interactive
Publisher	THQ
Official website	www.jawsthegame.com

YOU ARE:

Jaws

YOUR PURPOSE:

To solve puzzles and eat

YOU CAN GET INTO CHARACTER BY...

1. Moving in an unrealistic manner
2. Sticking a police cone on your head
3. Diving underwater down at your local swimming baths and then swimming up to gnaw the legs of passing swimmers

TREASURE CHEST LOCATIONS

There are 50 treasure chests to collect (worth 1,000 points each) that are hidden in the open ocean and non-story locations. Once you collect them all, not only will you earn yourself 1,000,500 bonus points, but you will also unlock invincibility for that game save. Use this map to find them all and remember, once you arrive at the location of each one pin-pointed on the map, you will still have to search around a bit to find the chest. Happy hunting!

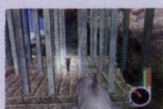


SPECIAL ITEMS

Search the ocean for these objects of desire and not only will you net yourself 3,000 points for each one collected, but each one also counts for an additional two per cent of your overall game completion. So if you want to complete the game fully, complete all main missions and side-missions and collect all tin cans, licence plates, treasures chests and these rare items.

LEVEL 1: THE ARRIVAL

ITEM: Body Bag
In the second half of this tutorial mission, the Body Bag can be found under one of the piers that you have to destroy.



LEVEL 2: THE BREAK OUT

ITEM: Nautilus
Progress through the level until you reach the dolphin tank where you fight the orca and the item is along the south wall of this tank.



LEVEL 3: THE DEAD OF NIGHT

ITEM: Human Skeleton
After breaking through the net, head to the refinery drainage pipe (the large pipe spewing green ooze into the ocean) and look underneath it.



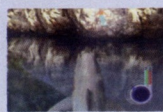
LEVEL 4: HUNTED

ITEM: Pirate Ship
When you start the mission, follow the rocky outer wall around the outside of the starting area and you will see this golden model ship bobbing around near the edge.



LEVEL 5: PREDATOR IN THE BAY

ITEM: Mermaid
When you start the mission, swim across to the far side of the boatyard entrance and the Mermaid will be floating in the air behind a large rock.



LEVEL 6: THE ANGRY ARMADA

ITEM: Message In A Bottle
This item is incredibly hard to find because it is so small. Look out for it bobbing on the surface of the water towards the centre of the mission area.



LEVEL 7: A TASTE FOR BLOOD

ITEM: Diamond Necklace
Navigate your way through the mines and get to the ship graveyard across to the east. The necklace will be sandwiched between three boats, right on the east wall.



LEVEL 8: THE DEEP

ITEM: Megalodon Tooth
Swim to the south-east suction tube and enter the higher of the two caves; keep going straight and the tooth will be lying on the floor at a four-way intersection.



LEVEL 10: BLOOD ON THE BEACH

ITEM: Body Bag
When you start, swim south along the coastline until you reach the Amity Ferry. Then follow the coast north-east (towards the lighthouse). You should see it near the coast.



No.	Level	Location
01	Dead Of Night	To the north of your starting location
02	Dead Of Night	Follow the shore east from the beach where you attack the swimmers
03	Dead Of Night	From tin can #02, face north and the can is in a ditch straight ahead
04	Dead Of Night	Near the north support of the bridge where the barrels are being tossed into the water
05	Hunted	In the open area near the harbour doors, to the east near the end of the pier
06	Hunted	As you enter the harbour, follow the wall to the right
07	Hunted	Inside the pipe you use to cross the net
08	Hunted	Under the barge you must destroy
09	Predator In The Bay	From the harbour entrance, follow the wall to the north (outside the harbour). You will see the can on the left
10	Predator In The Bay	Enter the harbour through the main gate and the can is to your left under a tank
11	Predator In The Bay	In the back of the generator room under the bridge
12	Predator In The Bay	On the south side of the generator room, near the ceiling
13	A Taste For Blood	Follow the diver to the open area (where the message, 'Checkpoint Saved' appears), head west and then turn to the south when you come to the wall. The can is on a large rock near the shipwreck
14	A Taste For Blood	Move through the wall of green mines and turn to the east. Go past the sunken plane and follow the hull of the large grey ship. The can will be on the roof of a small brown boat below you
15	A Taste For Blood	From can #02, follow the line of mines to the east and you should see a ship with a hole in the side near the wall. Go between the wall and the ship
16	A Taste For Blood	After you've killed the divers, swim to the exit and head north along the seabed
17	The Deep	In Control Room #1, behind the tank you have to destroy
18	The Deep	In Control Room #2, behind the airlock
19	The Deep	In Control Room #3, in the south-west corner
20	The Deep	In Control Room #4, just inside the entrance
21	Blood On The Beach	Near the second northern-most barge
22	Blood On The Beach	In the eastern inlet to the south of the area
23	Blood On The Beach	North-west of the large white ship near the shore
24	Blood On The Beach	South of the large white ship near the shore

TIN CAN LOCATIONS

There are 24 tin cans to find (worth 500 points each) and once you find all four in a particular area, you'll unlock a movie clip. Go to the 'Extras' menu and select 'Movie' to view them.



Collect four tins in a particular area to unlock a movie clip



Relive the original film's scariest moments

LOAD TIME

» You won't be sitting around twiddling your thumbs much here and there's quotes from the film to read too, which is cool



DIFFICULTY



» More tiresome than it is difficult, though playing for psycho ratings will up the ante considerably



YOU ARE:

Each of the six gangsters

YOUR PURPOSE:

To complete a heist

YOU CAN GET INTO CHARACTER BY...

1. Wearing a sharp black suit and tie
2. Singing *Stuck In The Middle With You* all the livelong day
3. Greeting everybody with a swift F-word

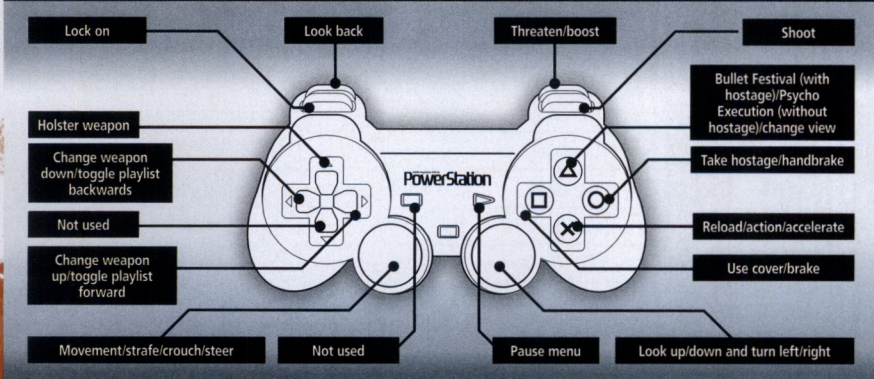
reservoir dogs™

MECHANICS

Maximum Players:	1
Network Play:	N/A
Number of Levels:	16
Number of Bosses:	None
Card Space:	119KB

BEST CONTROLLER CONFIGURATION

DEFAULT SETTING



We walk you through and provide the best tactics to every chapter in this heist. Now read or we'll blow your head off!

SPECIFICATION

Development team	Volatile Games
Publisher	Eidos
Official website	www.reservoirdogsgame.com



how to neutralise and take control

1 Civilians: Merely lock onto them with **L1** and press **R2** to threaten. With their hands on their heads, continue to lock on and guide them with **R3** to the side of the room. Press **R2** when prompted to neutralise them or enter codes into panels.

2 Security Guards: These are the guys usually in brown. To neutralise them, take someone hostage by walking close to them and pressing **○**. Now, simply face the guard, lock on with **L1** and press **R2** to threaten. They will surrender their gun. Guide them to the wall and neutralise as above.

3 Cops and SWAT agents: These guys are tougher to neutralise in that they won't back down to empty threats like guards do. To have them surrender their guns, you must hit your hostage with **ⓧ** whilst nearby and locked onto one in order for the threat to work. Guide and neutralise them next to a wall in the same way as the others.



how to be a career criminal a professional and a psycho

1 Career Criminal: This basically refers to the midriff area of tactics; you will get this rating when you show aspects of both 'Professionalism' and of 'Psycho' behaviour.

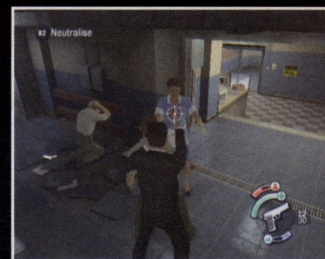
2 Professional: Awarded when you play smart and with a certain amount of stealth. Keep civilians at bay, keep the cops under your control and don't set off any alarms. Use civilians for doors, neutralise everything and complete chapters calmly.

3 Psychopath: Basically the complete opposite behaviour to a 'Professional'! Go on killing sprees, use loads of Bullet Festivals and Executions, kill civilians, shoot control panels, let alarms go off and generally run through chapters like Commando.

10 THINGS TO DO IN... reservoir dogs



1 Sing your heart out to the radio, there are some great tunes to be heard!



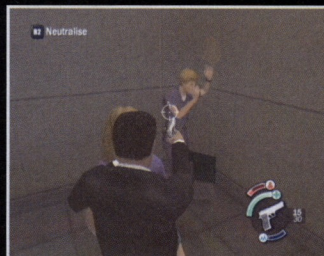
2 Kill the dirty maid! There's just no point being a gangster if you don't.



3 Roll around in fake blood. Just like in the film.



4 Threaten a vending machine to give you sweets.



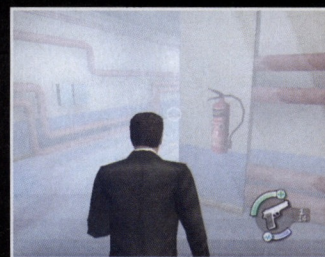
5 Get a cop to surrender and then make him run around in circles like a fool.



6 Lure someone into a false sense of security, before blowing their head off.



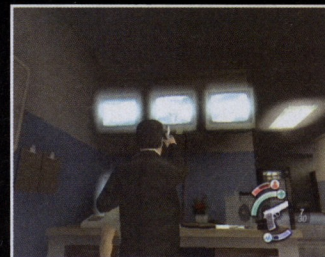
7 Eat popcorn whilst watching the cut-scenes.



8 Make it rain! Simply shoot the fire extinguisher and use it to disguise yourself.



9 Pretend that a SWAT agent you have hostage is Darth Vader.

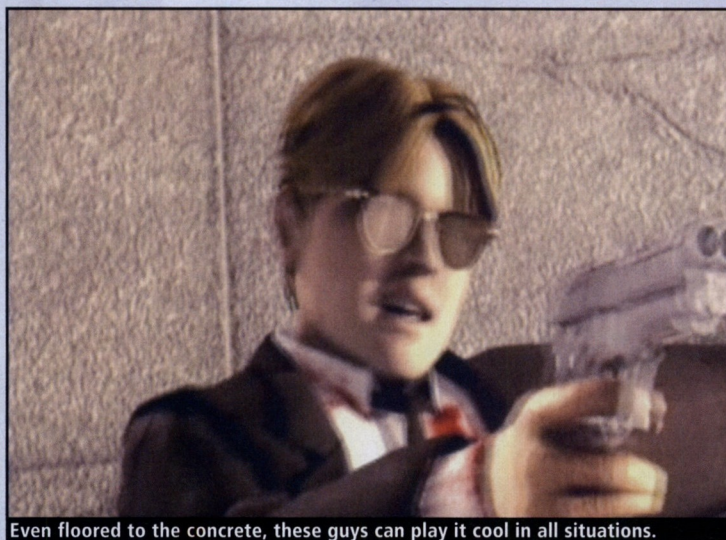


10 Watch then shoot a TV, just because...

PROLOGUE

"A matter of business"

Take good notice of the skills you'll learn here, especially hostage-taking and neutralising techniques, which you will use a lot – perhaps even too much. In the end mini-task, practice leaning and firing out of cover a few times, as this skill will be extremely handy later in the game.



Even floored to the concrete, these guys can play it cool in all situations.

CHAPTER 1

"They were there and they were waiting for us"

Take the poor woman who was brutalised in the cut-scene as your hostage by pressing **○**, head out of the room and neutralise the two cops that run in. Head towards the stairs and do the same to the cop who comes running up. Shoot the device on the locked door and head on in. Here you have one minute to hold off the cops. Practice your shooting skills by strafing side to side at the back of the room, locking on and picking them off. Take cover behind pillars if you wish. Later, two SWAT guys will enter; take them out the same way.



CHAPTER 2

"Let's go to work"

This isn't too difficult, so use the chance to hone up your driving skills for later chapters. The important thing to remember is that reckless driving is good; build up your adrenaline by narrowly missing traffic and pedestrians and try blowing up a few cars by locking on with **L1** and shooting with **R1**. This will keep the option of boosting available with **R2**, making it easy to catch up should Mr Brown pull away. Keep him in sight till the end. Use the map to make sure you haven't overtaken too.

DOG BITES!

Change hostages often, especially when you see their health depleting (the red gauge above your green health meter).



CHAPTER 3

"At that point it became every man for himself"

Take the bald running guy hostage and neutralise the security guard who comes round the corner. Head round the alleys and up the stairs. There will be two or three cops and one security guard along the walkway here; neutralise them and head down the other side. Make the mechanic open the steel door using the control box on the wall. Take him hostage, through the opened door and out the other side of the room. There are three cops here who are begging to be neutralised. In the far left corner, get the builder to open the gate, release the mechanic and take the builder captive. Go left, there's health if you need it, and continue through neutralising the three or so cops here. Continue into a warehouse, neutralising along the way; swap the builder for a mechanic as



hostage, head up the stairs for a few more cops (replace the hostage for one of them if needed), and out to an area with three more cops. Take the western door through, over the road and through doors out and into Suzie's Repairs on the left. Shoot the lock off the gate out back, continue through and go to the laundrette, where you'll find the last few cops and the end of this lengthy level.



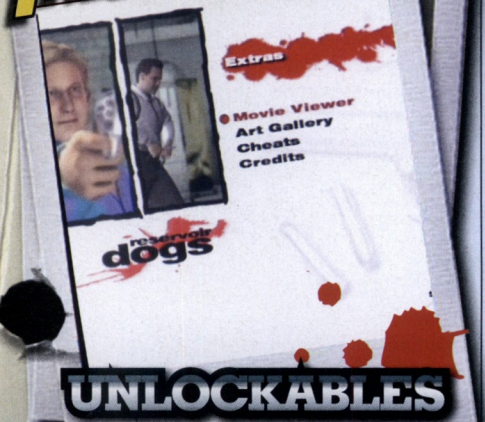
CHAPTER 4

"I swear to God, I think I'm f#@*in jinxed"

This is the same area as the previous chapter – after the stairs, exit to the plaza on the left. Two SWAT guys will meet you here; they are tougher than cops but just make sure you have a healthy hostage whenever encountering one. Head round the alleys by the gates and two cops will be here; kill 'em and take a right. Stop the guy running with a threat and kill the female cop. Take her shotgun. Make the guy open the locked door, take him hostage, through this building and out, neutralising the SWAT on the rooftop. Head down the stairs and kill your hostage, then kill the cops in this area easily with your shotgun – use cover behind the skips. The next area has a lot of SWATs and cops; shoot the one chatting to the civilian and take the guy hostage. Wait until there are four or five of them in sight then perform a Psycho Execution, pressing triangle to neutralise them all. Two SWAT punks await you in the car park; shoot 'em to hell, then exit.



TREASURE HUNTER



UNLOCKABLES

Chapter Select	Complete a chapter to replay it
Movie Viewer	Complete the game
Art Gallery	Collect blueprints and complete the game
Credits	Complete the game
Time Out	Complete the game with average 'Career Criminal' rating
Battering Ram	Complete the game with average 'Professional' rating
Bullet Proof	Complete the game with average 'Professional' rating
Fully Loaded	Complete the game with average 'Psychopath' rating
Alternate ending	Get an average end rating of 'Psychopath'
Alternate ending	Get an average end rating of 'Professional'
Alternate ending	Get an average end rating of 'Career Criminal'



CHAPTER 5

"All this blood's scaring the sh*t outta me"

No timer, no rush. Take it easy and drive carefully keeping an eye on Mr Orange's health (shown on the top right of the screen). You must not let him die, so whatever you do, don't crash too much! Use your break and handbrake (Ⓢ and Ⓢ respectively) and tail off cops by swerving left to right on their tail. Cook that bacon too if you want by shooting them. Boost occasionally to get away and you should get to the end in one piece.



CHAPTER 6

"Bam, bam, bam, bam"

Shoot or neutralise your way through to the mall. Kill all the civilians here to get your adrenaline pumping, and also to stop them setting off the alarms. Continue and kill the cop and guard, taking the shotgun that was dropped. Use the toilets on the left for health, noting the guard inside. Continue around. This area is tricky; the best tactic though is to take the woman in green hostage and strafe facing as much of the area as possible to the corner on the left by the metal door. Stay in this corner to coax as many cops and SWAT guys as possible into close range, then perform a Psycho Execution to neutralise them all. All being well, there won't be any guards



left here but if there is, remember you have that shotgun, so use it well – keep moving and use cover where possible. Continue round the left wall to the grated door and head through. Neutralise your way through the lobby, up the stairs; get some kills in to get your adrenaline up too. In the mall, find the security room and use a guard to activate floor number '1'. Leave and on the upper floor, take the woman hostage and coax the SWATs closer again. Disarm them with a Psycho Execution then run to the exit. Head down the stairs taking a cop hostage – there are a lot of them, though there should only be two at any time.

DOG BITES!

Where possible, use civilians to open locked panels instead of shooting them active. This way the alarms won't go off.



CHAPTER 7

"He's f#@*in driving around with a cop in his trunk"

The trick here is to keep your adrenaline meter higher than a third full so you can boost whenever you get into a tight spot. Keep an eye on the clock in the corner, as it indicates when you are driving slowly and also how long the cop needs to escape your trunk. Boost when you see it low and to escape the cops; as usual, blow them up and swerve to get them trapped in traffic. Halfway through, avoid driving through the cement tubes at all costs; they are a real nightmare and will really slow you down.



Keep that blue cap in your trunk using expert driving skills; unlike here...

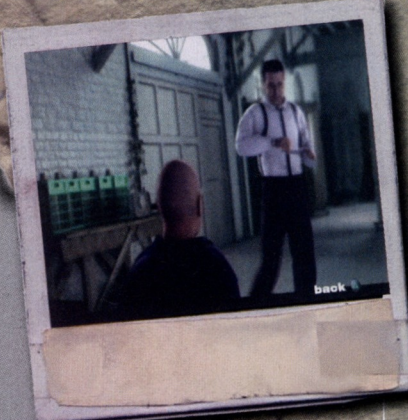


"Where better place to meet than a cranky old warehouse to discuss certain 'deeds'?"

CHAPTER 8

"Pick up the stones"

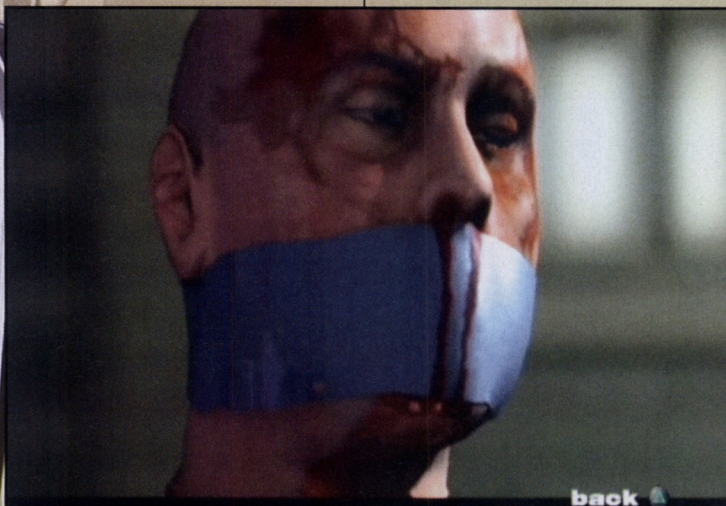
Lengthy this, and there are a few tough parts too. The best tactic is, when you see three cops walking ahead of you a little way in, neutralise them and take the woman's shotgun. This will make things a lot easier. Use it on everyone. When you head upstairs, keep moving, as there are a lot of SWAT guys; take cover if needed and pick off the shots with your shotgun when you can. Grab the health in the wooden hut when you exit this area onto the train tracks (if you're low on shotgun ammo then pick up a machine gun that a SWAT will have dropped before leaving). SWAT guys are all over the tracks here, so kill the first few but then take one hostage before alerting the ones near the crossover. Coax them close and pull off the Psycho Execution to neutralise as many as possible. Be sure to get close to the stairs before doing it as there are some up on the bridge. Leg it across that bridge after it's done, filling anyone who appears un-neutralised with lead until you reach your car.



CHAPTER 9

"Hot and super f#@*in pissed"

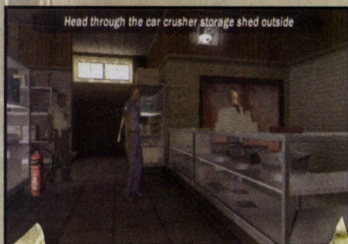
This is the hardest driving mission yet, so keep that accelerate button firmly pressed and throttle it! You need to make five checkpoints before time runs out. Use your acquired driving tactics of swerving the cops away and blowing them to smithereens if you so desire, but, above all, get that adrenaline up and boost, boost, boost! A particularly tricky part is before checkpoint '2': on the bridge you will be forced to drive down a two lane section full of traffic, so turn gently and stay as central as possible. Make sure you have boost available when you get here so you can power through if needed.



This cut scene is hilarious and suitably gruesome... oh come on, it's just a game!

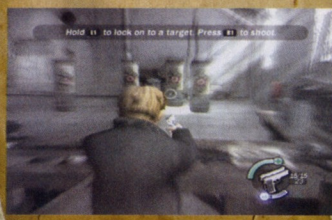
CHAPTER 10 "Sam's hot car lot"

Take the bald guy hostage and neutralise the guard having a cig break up on the roof. Make your way round the area taking care of the four cops, picking up a machine gun and heading into the 'Wrecker's Autos' warehouse in the corner. Sort out the cops here, preferably with a hostage from the last area, then head upstairs to a fenced area. Blast the lock off the door and run to the centre of the next area; avoid being shot as much as you can till you have a fair few cops in sight, then do a Bullet Festival to take them out, leaving one if you can for a hostage. After the cut-scene, neutralise the two SWAT members and two cops. That's the toughest parts taken care of; from there just make the tiresome way through narrow buildings reaching a huge hall where you'll have the last few cops to deal with.



DOG BITES!

Use Bullet Festivals and Signature Executions wisely; you will need them at specific points in certain chapters more than others.



CHAPTER 11 "We got a major situation here"

Great fun, this! Tail Mr Pink's car by keeping a fair distance behind – this will let the cops overtake you as they pursue him, giving you perfect scope to destroy them. Keep firing like a madman, as the cop vans will take some wearing down. When you are able to boost, look out for a straight enough section that allows you to ram the cops from behind, as this will cause considerable damage. Four or five cop vans later and you should have saved Mr Pink's ass and be able to cruise smoothly to the end of the level. Alternatively, if you're having trouble, only destroy one of the first two cops, as sneakily this will mean new cops vans aren't re-spawned and you can just take care of the remaining one near the end of the level. But that's the wimp's way out.



CHAPTER 12 "First things f#@*in last"

Oh look a bald guy, what to do? Take him hostage of course! Head into the workshop and neutralise the four cops inside, make sure you stop Lou behind the counter from setting off the alarm. This bit can be tricky as there's a lot of cops; be sure to save hitting your hostage for them and only threaten guards and civilians. Should all go terribly wrong, leg it upstairs, through the first door, across the kitchen and through the locked door. Hopefully, if you left alive any un-neutralised cops, they won't be smart enough to follow you all this way if you're quick. Once outside, neutralise the three cops, take a machine gun and a hostage and head into the hut on the right. Once outside again, stop the two workers from running off. Deal with the cops and such here and go into the short stairs just to the right of where you came in. Follow this round with a worker hostage to enter a code into the unit on the wall. Head through the gates to the right where there are three cops and two SWAT guys – Bullet Festival them. Enter the 'Wrecker's Auto' building once they are toast, meeting up with two more SWAT punks; shoot them if you can, you'll need the adrenaline. Exiting into a narrow courtyard, there are a bunch of cops here (five or so). Lure them close and Psycho Execute to neutralise them if you have a hostage or Bullet Festival if you don't. Head right, use a worker on the control panel, go round the corner and exit.



CHAPTER 13 "I don't like alarms"

After the in-game cut-scene there are two SWAT agents and a cop, so deal with them accordingly. Open the closed garage door on the right, neutralise the workers, get some health if needed, and exit. Three cops will be happy to see you, two will wave from the stairs (read: aim guns at you) – wipe the smiles off their faces. Neutralise the guy in pink on the stairs also. Head up, across a wooden bridge and around down a wooden plank, then head straight and right. Two SWAT guys will charge out of a van in the distance and meet you; take care of them and the security guard, head around ahead of their van and meet the cops here. Dispose of them and head into the door, around through reception, where a cut-scene will introduce two more SWAT agents and two cops. The best tactic here is to neutralise the SWAT guys, then take one as your new hostage to deal with the rest – this will save your adrenaline. Take one of their shotguns too. Continue out to eventually reach an exit to the street (by two parked cop cars). There are five cops here, Bullet Festival them or Signature Execute to proceed. If you don't get them all, don't worry, just keep moving. Enter the 'Wrong Way' tunnel, into the security room; press the button, cross the road and into the 'Restricted Area' door. Loads of civilians are here so you'll have lots of chances to neutralise the remaining cops and SWAT agents to end the level.



All that blood yet he still manages to keep his hair crisp and blonde; now that's skill.

CHAPTER 14

"You just got blood in your eyes"

This is definitely the most enjoyable driving chapter of the whole game. It's not difficult, but it lasts a fair chunk of time. Basically, you have six minutes to drive as Mr Brown, high tailing his chums away from the heist. The intrigue is added by the screen slowly filling with blood which obscures your view and is both gross yet undeniably cool. Don't be distracted by it though, keep focused on the centre of the screen, watch the traffic, and boost away from the cops. Because this mission takes some time, you might want to watch the health of your car too and be especially careful in the park halfway through as you're bound to crash into trees. There's also a helicopter cop drilling you full of lead as well. Towards the end you will definitely need to use the map, as your view will be terrible and the journey becomes extremely twisted with some harsh turns. Use that strange facility of cars called the 'brake' well and you should be fine.



Dead as a dillinger indeed; just look at all them cops. You can take them though.

CHAPTER 15

"Dead as Dillinger"

This is all about using those cover and shoot skills, so we hope you listened to us and practiced well in the early stages! As you begin, immediately strafe left whilst targeting the cops dead ahead, picking off a few shots. There's a cop here on the side behind the cars, so kill him and take cover behind the closest car by its trunk. Stay here, leaning out over to shoot the remaining cops; you may have to venture out if they are being stubborn, though, so do so crouched. Once dead, take a dropped shotgun, stay crouched and proceed to the left behind the ambulance. There's health here so use it when you need. Creep round the left side of the ambulance to surprise a cop by the tree. Try and get a few more cops

along the barricade here too, otherwise cap them leaning out from behind the ambulance. Crouch and gambol across the road when it's safe to crouch behind the orange road block. Shoot any cops by the bus stop and quickly run into it. There will be SWAT guys approaching you on the pathway and more in the road area. Lean out waiting for them, popping a few with the shotgun, then, when a lot are in sight, run out onto the pathway and Bullet Festival them before killing any you missed. Try and reach full adrenaline again before you head round the alleys in the corner as there's a load more where they came from. Try and take a hostage with you too. There's health on the wall which you will need, though it's difficult to reach until everyone is dealt with in the area. Grab someone when you have enough adrenaline, lure them all close and Signature Execute the hostage to neutralise the entire area. Enter the fire exit door and, that's it!

GAME OVER

It seems gunpoint is the only way to try and calm down Larry...



It's no use; he is too enraged and shoots Joe.



Two seconds later. They've all gone and shot one another, nice!



Revenge is ickily sweet for being ratted out to the police...



...until you end up being shot by the cops anyway!

FURTHER PLAYING

If you liked this game, then try...

- 1 Grand Theft Auto (Rockstar Games)
- 2 Scarface (Vivendi Universal)
- 3 The Godfather (Electronic Arts)

FINAL THOUGHT

"Are you gonna bark all day, little doggy, or are you gonna bite?" You'd better reply to Mr Blonde with bite; this game can be tiresome, but it's rewarding to keep at it.

Evo Zone

Hello and welcome to Evo Zone. Crammed with tactics, tricks and editing tuition, it's your one-stop training camp for all things PES-related. Keep all comments and queries coming



ANDY TOWNSEND'S TACTICS TRANSIT

What was originally a crap idea on the telly has been embraced by *PowerStation*. Sadly though, we couldn't afford a truck so a knackered Ford Transit will have to suffice! This month, the Townster continues his coverage of our exciting new interactive competition for all you armchair Atkinsons

TOWNSEND SAYS:

"Strewth, that was worse than watching paint dry. But just when it looked like *PowerStation* would hold out with their jammy own goal, up pops Sheva to draw level. The less said about extra time the better but in a dramatic penalty shoot out, Wayne's boys did the business. That's two free games to the reader!"

TOWNSEND SAYS:

"Welcome to the 'Challenge the *PowerStation* XI' competition. The rules are simple – construct a team of players that you think can beat the *PowerStation* Master League team (featured below) and then drop us a line with your 11 players, desired formation and any additional tactics you'd like to use. We will then assign them to an in-game team and play a ten-minute CPU Vs CPU match to see who wins. If your team is featured you'll get a free PS2 game. Win and you'll get two! This month we have our third challenger – Wayne Carter who emailed us his team."

MATCH HIGHLIGHTS



An in-swinging corner is glanced on by Rooney to Nesta, who directs it into his own net. **1-0**



Deisler flicks the ball on to Sheva, who runs into the area before blasting it in! **1-1**



Robinson makes a fingertip save to his right to deny Shevchenko of the Reader's XI.



It goes to penalties. Rooney misses for *PowerStation*, Rosicky for the Reader's XI...



Henry runs clear with only Robinson to beat, but somehow he lashes it well wide.

FINAL SCORE: 1-1 (READER WINS 4-3 ON PENALTIES)



Ronaldo skies it so Reyes can win it for Wayne's Wonderers... And he does. Arse!

HOW THEY LINE UP...

TOWNSEND SAYS:

"The *PowerStation* XI, consisting of Paul Robinson in goal, a three-man back line of Glen Johnson, Philippe Mexés and John Heitinga, a four man midfield diamond of

Cesc Fàbregas, Robin Van Persie, Lionel Messi and Cristiano Ronaldo and a three-pronged attack force of Carlos Tevez, Wayne Rooney and Fernando Torres favours youth – and the pace and fearless attacking

nature that goes with it. Reader, Wayne Carter goes with attacking flair, which is reflected by the puny, three-man back line of his 3-5-2 system. Goalie, Cech, is guarded by Puyol, Metzelder and Nesta and the

midfield of Deisler, Ballack, Xavi, Reyes and Rosicky leans towards attack. A strike force of Henry and Shevchenko should provide goals, but Wayne should be concerned about leaking them too!"





Ask Husky

All your PES-related questions answered by PowerStation's resident furry forward, Emile Husky

TRICKS OF THE TRADE

Here are more of those essential trick moves that you can skin defenders with in PES6...

1. THE KNOCK-ON



While sprinting with the ball, press **LT** + **RT** to knock the ball on ahead of you. Change direction for added effect.

2. DEAD RUN



Run full pelt and when you spy a defender about to lunge in, press **RT** to stop dead. Let them slide in front and carry on!

3. SPECIAL CURLING SHOT



This can only be performed by certain players. Run parallel to the goal, hold **LT** and then shoot with **○**.

4. FAKE SHOT/PASS



Charge up your shot or lofted pass power then quickly press **○** before you make contact to cancel the move and fool all.

5. THE CHIP UP



While running with the ball, tap **↓**, **↑** on the right analogue stick to chip the ball a small distance up into the air. You can use this to knock it past players or simply run onto the ball and volley it goalwards.

Question Of The Month

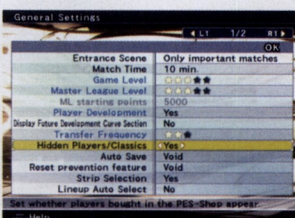
Q I am playing *Pro Evolution Soccer 5* and am in my third Master League season. My problem is that my rivals keep buying players like Pele and Maradona and, being something of a football purist, I don't want to see the current and classic players getting mixed up. Is there any way to stop the old players becoming available to buy in Master League mode or do I just have to live with it and shut up?

Carl Foster, via email



Are you fed up with 'classic' players polluting your realistic Master League?

A Live with it and shut up is the short answer! In *PES5* there is no way to turn off this option, there was in *PES3* but for some reason the developers saw fit to remove it – the swines. If you don't want to see the classic players strutting their stuff on the modern stage then the only thing you can do is not buy them from the PES Shop in the first place. Harsh, I know. The good news is that the option to turn off the classic players returns in *PES6*, although this proves a problem if you want to buy Freddy Adu!



Then make them a thing of the past in *PES6* by using the option to turn them off

Q What exactly is the point of the step-over move? I know it looks good but I have never seen it used to any great effect.

Andrew Keel, via email

A Well, when used alone it isn't very effective – you may nutmeg an opponent in a very rare instance but apart from that it does, indeed, just look good. However, if you use it as you would in the real sport and quickly press **↶** or **↷** while executing it to change direction, then you can often fool your opponent and go around them. You can also press **RT** to knock the ball ahead slightly, which is especially handy for making opposing players commit to the tackle, thus making it far easier to run the ball around them.

Q I have heard that Chelsea are no longer a licensed team in *PES6*, please tell me this isn't so!

Jacob Thornton, via email



The step-over – pointless showboating or does it actually serve a purpose?

A It's true alright. It seems that Konami are only permitted to license two teams from the Premier League (something to do with the *FIFA* games), so Manchester United replace Chelsea to sit alongside Arsenal as the only other Premier League licensed team in *PES6*.

Q Does it make any difference who you pick to captain your team in Master League mode? My friends say it does but I can't see any improvement in stats or general on field performance.

Paulie, via email

A It makes no difference – not in any *PES* game, even *PES6*. It's just a case of whoever you think looks best wearing that armband.

Q I was reading a review of *PES6* and it mentioned that the whole Bundesliga has now been removed with the exception of Bayern Munich. Is this true? If so isn't it an unwelcome step back for the series in terms of the



Leagues going AWOL in *PES6*? Then simply create your own with the 18 editable slots

licensing? Please clarify this.
Mark Green, via email

A It is true, which is an almighty shame. Of course, hardcore players often like to edit over certain leagues to accommodate others, like the Coca Cola Championship, but we would imagine that the French league is often the first to go. On the plus side, Konami has included slots for 18 teams to be created in *PES6*, so there is scope to create the Bundesliga if you wish and saves appear on the net all the time of leagues that people have created – see page 11 for details on how to download them with an Action Replay Max.

Q I have heard that there is a new free kick type in *PES6*, can you tell me anything about this?

Duncan Jones via email

A Well, if you are awarded a free kick that doesn't result in the opposing player getting booked or your player injured, the option will appear for you to quickly press **LT** + **RT** to execute a 'quick' free kick. This will result in your player standing up, placing the ball and then quickly passing it to a teammate before your opponents have time to regroup. You must direct the pass properly to ensure it reaches the desired target and, unfortunately, this doesn't apply to shooting opportunities when you try to catch your opponents before they have time to construct a wall.

Q Did we ever ascertain whether Zidane is in *PES6*?

Mark Forest, via email

A Well, he's in there playing for France in the review code we have, but you will know by now.

If you have any *PES6* questions or any problems with previous *PES* games you want sorted, email Husky at cheatmachine@imagine-publishing.co.uk or write to:

Evo Zone
C/O PowerStation
Imagine Publishing
Richmond House
33 Richmond Hill
Bournemouth
BH2 6EZ

Make My Team #14 Chelsea

They're the cream of the Premiership, taking Europe by storm, but yet they're aren't licensed in PES6. Which is why hardcore Chelski nut, Paul Simpson demanded that we make his team!

Step 1: Home kit design

ITEM	FIELD 1	FIELD 2	FIELD 3	FIELD 4	COLOUR 1	COLOUR 2	COLOUR 3	COLOUR 4	COLOUR 5
Shirt (A)	B3	A11	C12	A8	Dark blue (R3/G5/B15)	White (R31/G31/B31)	Dark blue (R3/G5/B15)	White (R31/G31/B31)	White (R31/G31/B31)
Shorts (C19)	-	-	-	-	Dark blue (R3/G5/B15)	White (R31/G31/B31)	Dark blue (R3/G5/B15)	Dark blue (R3/G5/B15)	-
Socks (A2)	-	-	-	-	White (R31/G31/B31)	Dark blue (R3/G5/B15)	White (R31/G31/B31)	-	-
Keeper's shirt (A)	B3	C6	B17	A27	Grey (R12/G12/12)	Yellow (R25/G24/B13)	Yellow (R25/G24/B13)	Yellow (R25/G24/B13)	Yellow (R25/G24/B13)
Keeper's shorts (C19)	-	-	-	-	Grey (R12/G12/12)	Yellow (R25/G24/B13)	Grey (R12/G12/12)	Grey (R12/G12/12)	-
Keeper's socks (A2)	-	-	-	-	Grey (R12/G12/12)	Yellow (R25/G24/B13)	Grey (R12/G12/12)	-	-

NOTE:

Strip option references assume that the columns are A, B, C and the rows are numbered, so selection B3 is from the second column and the third row.

Step 2: Away Kit design

ITEM	FIELD 1	FIELD 2	FIELD 3	FIELD 4	COLOUR 1	COLOUR 2	COLOUR 3	COLOUR 4	COLOUR 5
Shirt (A)	C3	C6	A9	A24	White (R31/G31/G31)	Dark blue (R3/G5/B15)	Dark blue (R3/G5/B15)	Dark blue (R3/G5/B15)	Light blue (R26/G28/B31)
Shorts (C19)	-	-	-	-	White (R31/G31/G31)	Dark blue (R3/G5/B15)	White (R31/G31/G31)	White (R31/G31/G31)	-
Socks (A2)	-	-	-	-	Dark blue (R3/G5/B15)	White (R31/G31/G31)	Dark blue (R3/G5/B15)	-	-
Keeper's shirt (A)	B3	C6	B17	A27	Black (R0/G0/B0)	White (R31/G31/G31)	White (R31/G31/G31)	White (R31/G31/G31)	White (R31/G31/G31)
Keeper's shorts (C19)	-	-	-	-	Black (R0/G0/B0)	White (R31/G31/G31)	Black (R0/G0/B0)	Black (R0/G0/B0)	-
Keeper's socks (A2)	-	-	-	-	Black (R0/G0/B0)	White (R31/G31/G31)	Black (R0/G0/B0)	-	-

STEP 3: CHEST LOGO



1. Font 1: Write 'S' (middle font)



2. Font 2: Write 'SAMSUNG' (top font)



3. Font 3: Write 'mobile' (top font)



4. Logo 1: Adidas stripes (copy from picture)



5. Logo 2: N/A

STEP 4: BACK LOGO

HOME SHIRT

- Logo & text: N/A
- Name font: Font 3 (arch - type 3)
Colour 1: White (R31/G31/B31)
Colour 2: Black (R0/G0/B0)
- Number: B4
Colour 1: White (R31/G31/B31)
Colour 2: Black (R0/G0/B0)

AWAY SHIRT

- Logo & text: N/A
- Font: Font 3 (Arch - Type 3)
Colour 1: Dark blue (R3/G5/B15)
Colour 2: Black (R0/G0/B0)
- Number: B4
Colour 1: Dark blue (R3/G5/B15)
Colour 2: Black (R0/G0/B0)

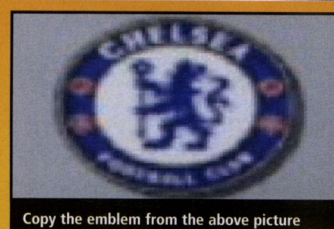
KEEPER HOME SHIRT

- Logo & text: N/A
- Font: Font 3 (Arch - Type 3)
Colour 1: White (R31/G31/B31)
Colour 2: Black (R0/G0/B0)
- Number: B4
Colour 1: White (R31/G31/B31)
Colour 2: Black (R0/G0/B0)

KEEPER AWAY SHIRT

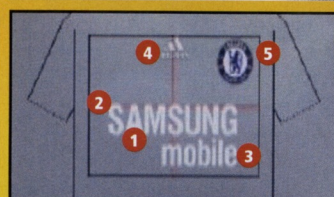
- Logo & text: N/A
- Font: Font 3 (Arch - Type 3)
Colour 1: White (R31/G31/B31)
Colour 2: Black (R0/G0/B0)
- Number: B4
Colour 1: White (R31/G31/B31)
Colour 2: Black (R0/G0/B0)

STEP 5: EMBLEM



Copy the emblem from the above picture

STEP 6: POSITIONING

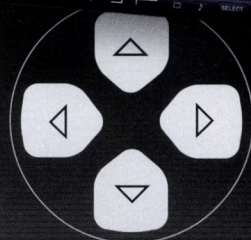


Position everything as follows...
(1) Font 1, (2) Font 2, (3) Font 3,
(4) Logo 1, (5) Emblem



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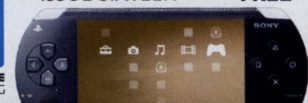
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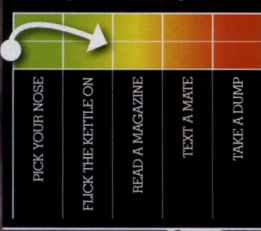


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DIFFICULTY

CEMENT

VERY HARD

BIT TRICKY

NOT BAD

PISS EASY

» Mercifully lightweight for the most part, but there are a few tricky situations in store as the game goes on

MECHANICS

Maximum Players: 6

Network Play: Wireless ad-hoc multiplayer

Number of Levels: 16

Number of Bosses: 2

Card Space: 64KB

BEST CONFIGURATION

DEFAULT SETTING

Hold to strafe/use with to target objects/double tap to roll



Need more guns but don't have the funds? Read on to find out the locations of all those elusive briefcases...

SPECIFICATION

Development team: Guerrilla

Publisher: SCEE

Official website: www.killzone.com

CHAPTER 1

A NEW THREAT

TRENCHES: COUNTER ATTACK

CASE 1

An easy one to start with – just go up the steps at the start and smash the box in front of you to find the case.



CASE 2

Once you've killed your first couple of Helghast, go across the makeshift bridge to your left. Smash the box in front of you to find the case.



CASE 3

After you've traversed the raised area to get past the fallen tree, go down towards the tree to find a crate that contains the next case.



CASE 4

When you see a fellow ISA soldier look down to see a pile of barrels and boxes. Destroy the only box you can find to find a case.



CASE 5

After you get the message about finding some C4, kill the Helghast ahead then smash the box behind him to find a case.



CASE 6

After you've destroyed the wall with C4 and spoken to the injured soldier head round to the left past the destroyed tank to find another box containing a case.



CASE 7

Follow the path after you destroy the gate with C4 and you'll find a box next to a supply crate at the end. Smash it for another case.



CASE 8

When you come to the area where Rico is, smash the box to the right of him to find the final case on this level.



TOTAL HAUL: VEKTAN
\$8,000

TRENCHES: RETREAT

CASE 1

Leave the area at the start of the mission and smash the first crate you see on the left to find a case inside.

CASE 2

Once you've disabled the second laser trip mine, smash the right-hand box of the two ahead to find a case.



CASE 3

Before you follow the path behind the tank that Rico destroys with C4, head in the opposite direction then over to the right to find a crate containing a case.



CASE 4

After the area with the mounted gun go down the slope on the right and head left to find a crate to smash for another case.



CASE 5

Go up the slope on the opposite side of the trench to the one for Case #4 then go across the makeshift bridge. Smash the box to the rear of this small area to find a case.



CASE 6

Drop back down into the trench after the previous case and head right. Take out all the Helghast on the ledge above then use the slope to get up there. Head down until you see a tree trunk in the trench below with a box on the other side. Drop down onto the tree – being careful not to fall off – and use it to reach the crate, which contains a case.



CASE 7

After the last case clamber back onto the tree and drop down to the right. Go down the trench opposite the slope and smash the box at the end for a case.



CASE 8

Once you return from the trench containing the previous case, head right then up the steps in the corner. Take out a few Helghast then go across the makeshift bridge. Go up and around the corner of the ledge to find a crate containing the final case.



TOTAL HAUL: VEKTAN
\$8,000



AIRBASE: EVACUATION

CASE 1

At the start head over to the right to find two crates in the corner. Smash the one on the right to get the first case.

CASE 2

Head to the right of the landing pad and go down. A crate blocks your path so smash it to continue then smash another to the right to get your hands on a case.



CASE 3

In the area to the north of the door where Evelyn Batton appears you will find two crates in the very top corner. The one on the right contains a case.



CASE 4

Just north of the door where you find General Stratson are two boxes. Smash the one on the right to find a case.



**TOTAL HAUL: VEKTAN
\$4,000**

WEAPONS DEPOT: SABOTAGE

CASE 1

In the first area you enter with the tank, jump out and go up the steps to the north. Of the two crates in front of you, smash the one on the left to get a case.



CASE 2

When you first move onto the bridge with the tank and cross to the left side, go down to find two crates. The top one has a case inside.



CASE 3

When you have the option to cross to the left side of the bridge for a second time, go down to find a crate. Smash it to find a case. It's near some sandbags where a Helghast with a rocket launcher would have been.



CASE 4

While you're destroying the cable winches in the last area smash the box on the right side (under the walkway) to find a case.



CASE 5

Once you've destroyed all the cable winches go to the platform on the left and smash the box just inside the container to find the final case.



**TOTAL HAUL: VEKTAN
\$5,000**

**COMPLETE CHAPTER 1
TO UNLOCK WALLPAPER
PACK #1**

CHAPTER 2 TRAIL OF DECEPTION

BEACH: APPROACH

CASE 1

At the start head over to the left side of the beach and you'll find two crates. Bash the one on the left to find a case.



CASE 2

Once you're past the first part of the minefield on the beach and have taken out the Helghast on the right, smash the crate nestled in the bushes to find the next case.



CASE 3

Go up the path to the left of the area where you encounter a Helghast with a rocket launcher. After you've dispatched some more enemies smash the crate in the centre on the area to get a crate.



CASE 4

Continue forward after the previous crate and take down the Helghast emerging from the door. Once that is done smash the crate next to the door to find a case.



CASE 5

Around the corner to the right of the last case is another crate. Smash it to get your hands on the next case.



CASE 6

When you first move out onto the platform over the water go right to the section where there are two Helghast. After you are rid of them smash the box on the right for a case.



CASE 7

Once you defeat the rocket-launcher-carrying Helghast you encounter on the platform, smash the crate behind him to find the final case.



**TOTAL HAUL: VEKTAN
\$7,000**

REFINERY: DIVERSION

CASE 1

After you press the button to gain access to the stairs to the left of the incinerator in the second area, head up them and smash the crate on the left to find a case.



CASE 2

Once you reach the lift that is eventually your escape route from this level, head left along the walkway opposite. On the second platform smash the crate to the south in the corner to find a case.



CASE 3

Once you pick up the second case head up the steps to the north and

continue up as far as you can go, looking out for Helghast on the way. Cross the platform next to the supply crate and smash the left-hand box of the two situated next to the stairs to find a case.



CASE 4

Head right from the previous case and smash the crate on your right to find the next case. This is the area with the first pump.



CASE 5

Continue right after the first pump and smash the only crate in the area you come to and you will find the next case.



CASE 6

In the area with the second pump, smash the box in the top-right corner to find the last case.



TOTAL HAUL: VEKTAN \$6,000

DOCKS: ASSAULT

CASE 1

In the area where you start, head towards the patrolling Helghast then up the walkway to the right of the building. It's difficult to see but there is a crate here so smash it for a case.



CASE 2

Straight after you meet up with Rico, be sure to disable the laser trip mine

and then smash the crate that is forward from that position to find the second case.



CASE 3

Once you're in the area that follows the fuel tank being blow up with C4, head north and up the steps to the top of the platform. Smash the box next to the supply crate to get a case.



CASE 4

In the area with the mounted gun, go to the raised area to the south. Look out for the Helghast carrying a rocket launcher then move round to the other side to find a couple of crates. Smash the one on the left to find another case.



CASE 5

Before you order Rico to blow up the second fuel tank, head left along the pier and past the container to find a crate. Smash it to find a case.



CASE 6

Once Rico has taken care of the second fuel tank with C4, smash the crate over to the right to get a case.



CASE 7

When you reach the room above the area where you found the last case, smash the box in the centre to find a case.



CASE 8

After Rico has blown the gate with C4, head forward and smash the left of the two crates ahead to find a case.



TOTAL HAUL: VEKTAN \$8,000

DOCKS: BREAKOUT

CASE 1

Make your way to the gate that Rico destroyed at the end of the previous level and go out on the walkway to the left of it. Smash a crate at the end to find a case.



CASE 2

Go back to the room where you found the seventh case in the previous level and smash the box on the right to find the next case.



CASE 3

In the area below the raised control room platform there is a crate protected by laser trip mines. Disable them and smash the crate to get a case.



CASE 4

When you're on the Helghast ship go all the way over to the right and smash the crate to get a case.



CASE 5

Once you leave the ship head right and smash the box next to some pipes to find a case.

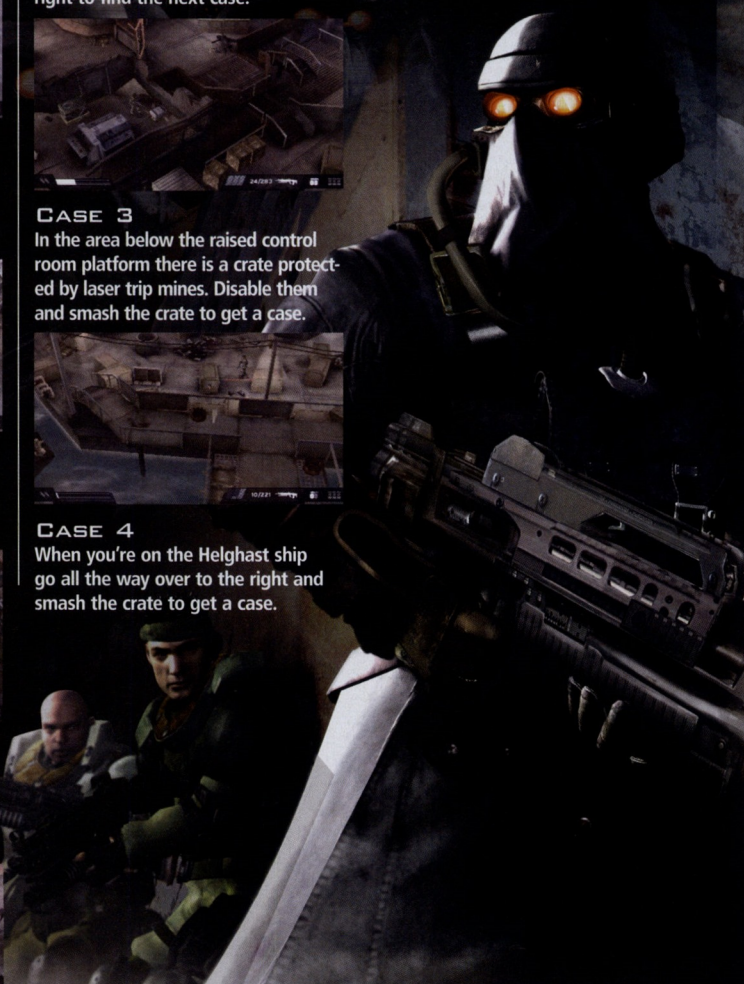


CASE 6

On the walkway just before the hovercraft, smash the only crate to find the final case.



TOTAL HAUL: VEKTAN \$6,000



CHAPTER 3

REVENGE OF METRAC

SWAMPS: RECONNAISSANCE

CASE 1

Don't take the first turn on the left but continue forward and smash the right-hand crate (behind the sandbags on the right) to find a case.

right. Smash the one on the left to find a case.



CASE 6

Once you are on foot, move into the area after the sniper and head over to the right to find two crates. Smash the one on the right to get a case.



CASE 7

Before you go up onto the bridge near the end continue along the riverbed to find a box at the end, which contains the last case.



TOTAL HAUL: VEKTAN \$7,000

ISLANDS: AMBUSH

CASE 1

Head left at the start to see a crate on the edge of the cliff. Smash it to find the first case.



CASE 3

As you reach a suspended bridge jump out of the hovercraft and use the ramp on the right to get up onto it. Smash the crate over on the left side to find a case.



CASE 4

At the far end of the bridge where you set the charges to destroy the shutters, smash the box to get a case.



CASE 5

In the area after you destroy the shutters jump out of the hovercraft and run over to the crates on the



CASE 2

When you reach the metal bridge, go past it to see a crate. Inside you'll find a case.



CASE 3

When you reach the first supply case just after the metal bridge, go down the slope behind it and destroy the crate to reveal the next case.



CASE 4

When you reach the switch to lower the second metal bridge, smash the crate beside it for a case.



CASE 5

After you've dealt with the flame-thrower-wielding Helghast, smash the box behind him to find the final case.

TOTAL HAUL: VEKTAN \$5,000

ISLANDS: CATASTROPHE

CASE 1

Once you've blasted your way past the rocks with the C4, head left and you should see the first case lying under a bush past the supply crate.



CASE 2

After you have the first case, use the jetpack from the supply crate to get up to the ledge above it. Dispatch the Helghast below then drop down and head south until you see the next case on the ground.



CASE 3

Once you pass the third supply crate (remember there was one next to the dropship at the start), use the jetpack to fly to the next platform to the left. Take out the Helghast then grab the next case from under a bush just to the north.



CASE 4

After you grab the third case, head round to the left and you will see this case under another bush.



CASE 5

Once you've lowered the bridge use the jetpack to fly over to the ledge where you should be able to see the case.



CASE 6

When you reach the area where the airborne Helghast first attack you, head north up the slope and fly between the gap in the rocks to the ledge opposite to find the final case, which is well hidden.



TOTAL HAUL: VEKTAN \$6,000

OUTPOST: PURSUIT

CASE 1

When Cobar's tank first passes in front of you head up and left in between some rocks. The tank probably stepped on a couple of crates so you should be able to see the case on the ground.



CASE 2

Smash open the crate near the switch that opens the fuel depot doors to find another case.



CASE 3

After going through the fuel depot doors and across the river, head left and smash the crates that you can see to find a case. This is the area where the tank crosses your path for a second time.



CASE 4

To the left of the AA gun that is on the right side of the outpost you will see a box. Smash it to get a case.

CASE 5

Go all the way over to the left in front of the outpost and you should see what looks like a metal fuel tank with two crates in front of it. Smash the one on the right to find the last case.



TOTAL HAUL: VEKTAN \$5,000



CHAPTER 4

FATE OF THE HEROES

MOUNTAIN PASS: INFILTRATION

CASE 1

Go south from the start and over to the crate at the very bottom by the stack of pipes. Smash it to find the first case.



CASE 2

When you encounter the first Helghast with a shield, deal with him then go up the first slope on the right that has a '3' on it. Continue up the next slope then round to the right to find a crate. Smash it to get a case.



CASE 3

In the area after the pumps, go over to the right towards the wall that has '38' on it and smash the box that's on the end of the platform to find a case.



CASE 4

In the same area as the last case, go down to the landing pad, across it and



down the stairs to the right. Smash the furthest crate to get a case.
TOTAL HAUL: VEKTAN \$4,000

MOUNTAIN PASS: REVELATION

CASE 1

After the gate opens and allows you to proceed north, you should see four crates ahead. The one furthest away holds a case.



CASE 2

When you enter the prison area head to the upper platform and smash the crate at the top of the stairs to find a case.



CASE 3

Still on the same platform as you were for the previous case, head south past the cells then over to a couple of crates on the right. Smash the one furthest away from you for the last case.



TOTAL HAUL: VEKTAN \$3,000



HELGHAST AIRFIELD: CONFRONTATION

CASE 1

Go left at the start and smash the crate next to the snow-covered tarpaulin to find a case.



CASE 2

When you reach the airstrip go straight across to the other side and smash the crate by the door to find a case.



CASE 3

After Evelyn is safely hidden in the plane, head north and destroy a couple of boxes that lie ahead. A case is in the one furthest from you.



CASE 4

After the cut-scene with Metrac, destroy the boxes directly in front of you to find another case.



TOTAL HAUL: VEKTAN \$4,000

HELGHAST AIRFIELD: LIBERATION

CASE 1

Once you're up on the top level, in the area with a laser trip mine, head over to the crate in the top left corner and smash it to get a case.

CASE 2

Once you've raised the platform with the plane on, move down into the area below and smash the crate in the top left corner to find a case (where a '2' is painted on the wall).



CASE 3

Once you reach the plane smash the crate to the right-hand side of it to get the last case.



TOTAL HAUL: VEKTAN \$3,000

FURTHER PLAYING

If you liked this game, then try...

- 1 SYPHON FILTER: DARK MIRROR (SCEE)
- 2 SPLINTER CELL ESSENTIALS (Ubi Soft)
- 3 STAR WARS: BATTLEFRONT II (LucasArts)

FINAL THOUGHT

Prepare for some rock solid gameplay towards the end; precision shooting skills are a must!

The Voice Of Playstation Gaming For Over A Decade

PLAY

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Extra	How to unlock
Extinction Party Battle Arena	Connect your PSP to PS2 version of the game
Jungle Rumble Battle Arena	Connect your PSP to PS2 version of the game
PS2 Crash car	Connect your PSP to PS2 version of the game
PS2 Crunch car	Connect your PSP to PS2 version of the game
PS2 Neo Cortex car	Connect your PSP to PS2 version of the game
PS2 Nina car	Connect your PSP to PS2 version of the game
PS2 Pasadena car	Connect your PSP to PS2 version of the game

Cheat	How to unlock
A place on the board	Stay at a club for

DRY PSP!

You've got your shiny palm-sized pride and joy, you've got your stack of launch titles, now all you need to do is beat the bastards. Help is at hand

(no sackings) ten seasons
No transfer windows Make a huge profit from transfer sales (buy any time)
Sugar daddy (cash injection) Gain over 1,000 loyalty points

FRANTIX

Cheat codes

Hold **L** + **R** at the level select screen to bring up the codes screen, then enter any of the following codes and press **X** to confirm.

Cheat	Code
Level select	LVLANY1
Disable level select	LVLANY0
Invincibility	INVINC1
Disable invincibility	INVINC0

GRADIUS COLLECTION

Cheat mode

Play the game on the easier difficulty settings and then press **△** to pause and press **↑**, **↓**, **←**, **→**, **L**, **R** to unlock all weapons and power-ups.

GRETZKY NHL

Unlock everything

If you enter 'SHOENLOC' as a case-sensitive password, you'll unlock all of this chilly game's secret goodness!

HANDY HINT!

You can unlock secret players without spending any points. Simply go to the 'Unlockables' section while in 'Season' mode and unlock the player you wish to use. When leaving the screen, don't save the 'Gretzky Challenge' data and draft the player you unlocked to the team of your choice and save your season. Then head back to the 'Gretzky Challenge' section and load up your old stats - you will have the same points you had before unlocking the secret player and still be a player to the good!

GRETZKY NHL 06

Select the 'Features' option at the main menu, then select 'Gretzky Challenge' then 'Unlockables'. Press **△** at the 'Unlockables' screen to display as password entry screen, then enter any of the following codes...

Cheat	Code
All bonuses	CONHEOSL
One Gretzky point	CULKY NETC
Alternate uniforms	NNIADOUAMFM
Vintage uniforms	DLEONG ARE
All Wayne Gretzkys	TEH ESATGRTE NOES
Big boards checking	LAL ABRAOD
Bigger players	ARGLE NI RAGECH
No skater fatigue	EFDTAFACIN
Perfect aim	TADHRE TEH EDNELE
Perfect slap shots	SAPL TATH CUKP
RoboEnforcer Model-44	OBOR SKHECC
Smaller players	IGHTMY UOSEM
Stanley Cup Champ video	VINIOS FO LYRGO

INFECTED

\$1 Avatar

Preview the \$1 Avatar and then press **△** to spin him. After two full rotations, stop the spin so that you are looking at his back then press **△**, **X**, **△**, **○** to unlock him.

KEY OF HEAVEN

Passwords

Select 'Download' from the main menu and then enter one of the following passwords to download a new weapon or item.

Weapon	Password
Kirin Bugei (weapon)	qucmktb
Miracle Sword (weapon)	rkjulvj
Seima accessory	aietmaw

GTA: LIBERTY CITY STORIES

CHEAT CODES

The following codes can be entered at any time during play. Be warned though, it's really not a good idea to save with them enabled or it may cause glitches later on.

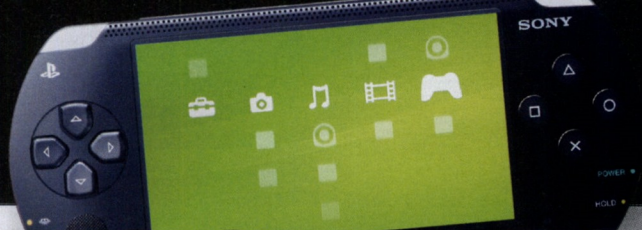
CHEAT	CODE
Aggressive Drivers	△, △, △, △, △, △, △, △, △, △
All Green Lights	△, △, △, △, △, △, △, △, △, △
All Vehicles Chrome-Plated	△, △, △, △, △, △, △, △, △, △
Black Cars	△, △, △, △, △, △, △, △, △, △
'Big Head' Mode	↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Cars Drive On Water	△, △, △, △, △, △, △, △, △, △
Change Bike Tyre Size	△, △, △, △, △, △, △, △, △, △
Clear Weather	↑, ↓, △, △, △, △, △, △, △, △
Commit Suicide	△, △, △, △, △, △, △, △, △, △
Destroy All Cars	△, △, △, △, △, △, △, △, △, △
Display Credits	△, △, △, △, △, △, △, △, △, △
Faster Clock	△, △, △, △, △, △, △, △, △, △
Faster Gameplay	△, △, △, △, △, △, △, △, △, △
Foggy Weather	↑, ↓, △, △, △, △, △, △, △, △
Full Armour	△, △, △, △, △, △, △, △, △, △
Full Health	△, △, △, △, △, △, △, △, △, △
Babe Magnet	↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Get \$250,000	△, △, △, △, △, △, △, △, △, △
No Wanted Level	△, △, △, △, △, △, △, △, △, △
Overcast Weather	↑, ↓, △, △, △, △, △, △, △, △
Pedestrians Attack	△, △, △, △, △, △, △, △, △, △
Pedestrians With Guns	△, △, △, △, △, △, △, △, △, △
Pedestrians Riot	△, △, △, △, △, △, △, △, △, △
Perfect Traction	△, △, △, △, △, △, △, △, △, △
Rainy Weather	↑, ↓, △, △, △, △, △, △, △, △
Raise Media Attention	△, △, △, △, △, △, △, △, △, △
Raise Wanted Level	△, △, △, △, △, △, △, △, △, △
Random Pedestrian Clothes	△, △, △, △, △, △, △, △, △, △
Slower Gameplay	△, △, △, △, △, △, △, △, △, △
Spawn Rhino	△, △, △, △, △, △, △, △, △, △
Spawn Trashmaster	△, △, △, △, △, △, △, △, △, △
Sunny Weather	△, △, △, △, △, △, △, △, △, △
Upside Down Gameplay	↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Upside Up Gameplay	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Weapons Tier 1	△, △, △, △, △, △, △, △, △, △
Weapons Tier 2	△, △, △, △, △, △, △, △, △, △
Weapons Tier 3	△, △, △, △, △, △, △, △, △, △
White Cars	△, △, △, △, △, △, △, △, △, △

HANDY HINT!

As well as savouring this cracking compendium of codes and unlockable extras, look out for these handy hints scattered around that are guaranteed to make you play better. It's a fact!



PSP: PLAYSTATION PORTABLE



EXTRA SENSORY PSP!



RIDGE RACER

RIDES AND SLIDES

There are some cool cars to unlock by mastering the drift and unleashing your nitrous power on the tracks. You can also unlock the history of *Ridge Racer* in flick form. Here's how...

Cars to Unlock	What you have to do
Angelus car	Complete Pro Tour 20
Machine Design Collection 1	Complete Tour Ex 37
Machine Design Collection 2	Complete Tour Ex 38
Machine Design Collection 3	Complete Tour Ex 39
Pac-Man car	Complete Pro Tour 21
R4 opening movie	Complete Tour Ex 33
Rage Racer opening movie	Complete Tour Ex 34
Rave Racer demo movie	Complete Tour Ex 36
Ridge Racer 2004 E3 movie	Complete Tour Ex 35

SLICK TRICKS

The fun isn't over yet, check out these cool secrets...

Secret	How to access it
Max Tours	Complete all 'Basic', 'Pro' and 'Ex' Tours
Mirrored tracks	Hold while choosing a course
Rally-X car	Get a score of at least 50,000 in the 'Rally-X' mini-game, then complete Pro Tour 18 and go to 'World Tour' mode
Soldat Crinale	Win four races against the Crinale in 'Pro Tour' mode
Unlimited boost	Hold while you hit 'OK' at the pre-race confirmation screen

HANDY HINT!

To play multi-player *Ridge Racer* with only one disc, have the host load it up, create a game in 'Ad Hoc' mode and wait in the lobby. Pop out the disc, slam it into another PSP and then join the existing game. The screens should then go black for a few seconds, so when the second PSP has stopped reading the disc, take it out and put it back into the original PSP. When that has finished loading, take out the disc again and insert it into the second PSP to complete the loading process. You can also incorporate more players using this crafty trick.

Seima accessory
Seima bracelet
Seima earring
Seima hair pin
Seima ring
Seiryu Bugei (weapon)
Suzaku Bugei (weapon)

ydkvcex
jticegek
Thlfyinv
otkciet
xktmvut
kakeiti
myuice

MADDEN NFL 06

To unlock an all-star team, hold and press at the main menu.

MEDIEVIL RESURRECTION

Cheat mode

Pause the game at any time, then hold and press , , , , , , , . A new 'Cheats' option will appear towards the bottom of the 'Pause' menu that includes 'invulnerability' and 'all weapons' cheats.

METAL GEAR AC!D

Secret cards

In the main menu, select 'Password' and then enter any of the following codes to unlock the corresponding bonus cards.

Password	Card
Viper	Card #173 (Viper)
Mika	Card #178 (Mika Slayton)
Karen	Card #182 (Karen Houjou)
Jehuty	Card #184 (Jehuty)
Xmeight	Card #199 (XM8)

HANDY HINT!

You can obtain bonus Snake and Raiden cards by completing the game once and then twice.

MIDNIGHT CLUB 3: DUB EDITION

The following codes must be entered in the 'Options' menu.

Cheat	Code
Bunny ears	getheadl
Chrome body	haveyouseenhisboy
Pumpkin heads	getheadk
Skull heads	getheadn
Snowman heads	getheadm
All cities ('Arcade' mode)	crosscountry
Unlock Special Agro	dfens
Unlock Special Zone	allin
Unlock Atlanta and Detroit	roadtrip
No damage	ontheroad
Yellow smile	getheadj

MX VS ATV UNLEASHED: ON THE EDGE

The following cheats at the 'Codes' screen.

Cheat	Code
Unlock everything	TOOLAZY
All Pro riders	WANNABE
All gear	WARDROBE
All Freestyle tracks	HUCKIT
All Machine Challenge tracks	LEADFOOT
All Open Class tracks	NOTMOTO
All National tracks	GOOUTSIDE
All Supercross tracks	GOINSIDE
All tracks	PITPASS
All bikes	BRAPP
All ATVs	COUCHES
50cc bikes	MINIMOTO
500cc bikes	BIGBORE
1,000,000 Store points	BROKEASAJOK
Pro physics	IAMTOOGOOD

NBA BALLERS: REBOUND

Select the 'Inside Stuff' option, then 'Phrase-ology' and enter any of the following codes.

Cheat	Code
All gear, players and movies	NBA BALLERS TRUE PLAYA

METAL GEAR AC!D 2

RARE CARDS

Complete the following tasks to unlock the corresponding rare card.

Card	How to unlock
E-Z Gun	Beat six levels in 'Arena' mode on 'Easy'
Stealth Camo	Beat six levels in 'Arena' mode on 'Normal'
Running Man	Beat six levels in 'Arena' mode on 'Hard'
G36C	Beat six levels in 'Arena' mode on 'Extreme'
Metal Gear Ray	Beat 'Campaign' twice
MGS4	Complete the game on 'Easy'
Metal Gear Rex	Complete the game on 'Normal'

Card	Password
Banana Peel	RONALDSIU
Decoy Octopus	DCY
Jack	SONOFULLY
Reaction Block	KONAMI
Viper	VIPER
Mika Slayton	MIKA
Karen Houjou	KAREN
Jehuty	JEHUTY
XM8	XMEIGHT
Mr Signit	SIGNIT
Solid Snake (MGS4)	SNAKE
Otacon (MGS4)	OTCACON
Sea Harrier	SHRRR
Emma's Parrot	GINORMOUS
Gekko	GEKKO
MGS4	NEXTGEN
Gijin-san	SHINTA
Strand	NOJIRI
Ishil Meguru	MGR
Kinoshita Ayumi	AYM
Metal Gear Mk. II	MK2
No Smoking	SMOKING
Possessed Arm	THESPANIARD
Solid Eye	TOBIDACID
Sano	NTM
Reiko Hinomoto	HNMT
Roger McCoy	MCCY



TWISTED METAL: HEAD ON

Cracking codes

The following codes can be entered at any time during play and will work in all modes except for multi-player and online.

Cheat	Code
Killer weapons	⊗, ⊗, ↑, ↑, L + R
Mega machine-gun	⊗, ⊗, ⊗, ⊗, L + R
Invincibility	R, L, ↑, ↑, L + R
Infinite ammo	⊗, ⊗, ↓, ↓, L + R
Refill health	⊗, ⊗, ⊗, ⊗, L + R

Big, bad unlockables list

There are loads of levels and more mean-spirited motorists to unlock, here's how...

ATV

Complete the LA 'Cousin Eddy' stage in 'Story' mode

Axelz

Complete the 'Russia' mini-game

Cousin Eddy

Complete the LA 'Cousin Eddy' stage in 'Story' mode

Crimson Fury

Complete the 'Monaco' mini-game

Dark Tooth

Complete 'Story' mode

Egypt Deathmatch level

Complete the 'Egypt' mini-game

Greece Deathmatch level

Complete the 'Greece' mini-game

Hammerhead

Complete the 'Tokto Rooftop' mini-game

Mr Slam

Complete the 'LA' mini-game

Paris Deathmatch level

Complete the 'Paris' mini-game

Rome Deathmatch level

Complete the 'Rome' mini-game

Tokyo Streets Deathmatch level

Complete the 'Tokyo Streets' mini-game

HANDY HINT!

To play *Twisted Metal: Head On* multi-player with one disc, have the host create a game on 'Ad Hoc' mode and start a game. Then pop out the disc, stick it into another PSP and then have the other player join the game that was just created. Repeat for a maximum of six players.

BIG BANGS!

If you shoot the right stuff, good things happen. Here are some of the game's excellent Easter eggs and how to crack them...

Where	What to look out for	What to do	The fallout
Big Blue Stadium	The Band	Blow them up	New music!
Russia	Four consoles	Blow them up	Causes missiles to launch
Los Angeles	War Of The Monsters poster	Just look	A reference to another Incognito game

MINI-GAME MADNESS

There are a multitude of marvellous mini-games to access within this game, but finding them isn't easy. So it's just as well we make it so!

Mini-game	Level found	Teleporter location
Balance Beam	Egypt	Blow up one of the statues to reveal a hidden passage behind it
Chopper Shoot	Paris	Destroy the wall parallel to the top of the Eiffel Tower
Death Race	Monaco	Start from Teleporter A and head to a green, grassy area
Demolition Derby	Big Blue Stadium	In the north-east room, destroy the glass wall
Freeway Slalom	LA	Shoot open the door of Studio 12 and enter
Jump Skill	Greece	Head onto the ship and then go down through the large opening
Top Down Driver	Roman Ruins	Climb the ramp in the middle of the level
Shooting Rink	Russia	Destroy the bell
Sky Track	Tokyo Rooftops	In the building behind the 'Tokyo Ltd' sign
Subway Gauntlet	Tokyo Street	In the street between the Tokyo Tower and castle

HANDY HINT!

As well as savouring this cracking compendium of codes and unlockable extras, look out for these handy hints scattered around that are guaranteed to make you play better. It's a fact!

Allen Iverson's Recording Studio	THE ANSWER
Karl Malone's Winter Chalet	ICE HOUSE
Scottie Pippen's Yacht	NICE YACHT
Chris Weber's alternate gear	24 SECONDS
Clyde Drexler's alternate gear	CLYDE THE GLIDE
Julius Erving's alternate gear	ONE ON ONE
Lebron James's alternate gear	KING JAMES
Steve Francis's alternate gear	RIISING STAR
Wilt Chamberlain's alternate gear	WILT THE STILT

NEED FOR SPEED MOST WANTED 5-1-0

The following cheat codes need to be entered as profile names.

Cheat	Code
Master code	!mr. blonde
All tracks (in Tuner Takedown)	!get-set
All cop cars (in Tuner Takedown)	!bacon
All performance parts	!tuner-well

NEED FOR SPEED: UNDERGROUND RIVALS

Unlocking boss cars

Some race events are listed as 'Boss Race' in the event description. Win those particular events under the 'Gold' difficulty setting to be awarded that boss's car (1969 Dodge Charger, Subaru Impreza WRX STi, Chevrolet Corvette Z06 and Nissan Skyline R34 GTR) and they will appear in the 'Pocket Garage' to be raced in any event. Be warned though, when purchasing cars, don't buy any that can be used in boss races as you will end up with two of the same car and your garage can only hold 20 cars (the boss cars go to a separate garage, you see).

NFL STREET 2 UNLEASHED

Enter these case-sensitive codes in the 'Cheats' menu in 'Options'. They will be saved to your user ID.

Cheat	Code
10 Yard first downs	FirstFirst

10x Gamebreaker	XxGBCraz
1x Gamebreaker	1lxGBCraz
AFC East All-stars	EAASFCT
AFC North All-stars	NAOFRCTH
AFC South All-stars	SAOFUCTH
AFC West All-stars	WAEFCT
'All chains' mode	Trick3dOut
'Ants' mode	RuinedPicnic
Bad jumping	CementShoes
Big ball	BIGPig
EA field	EAFieId
'Fumble' mode	GreasedPig
Gargantuan players	BIGSmash
Gridiron field	GRIDIRONPRK
Gridiron field and Legend team	str2mkryz
Max catch	MagnetHands
Max speed	GottaBDShoes
Max tackle	BlastTackle
NFC East All-stars	NNOFRCTH
NFC North All-stars	NNAS66784
NFC South All-stars	SNOFUCTH

NFC West All-stars	ENASFCT
No first downs	NoChains
No fumbles	GlueHands
No textures	BloominGroup
Random-sized players	SighsMatters
Reebok team	Reebok
Tiny players	Shrunken
Unlimited turbo	NozBoost
Xzibit team	TeamXzibit

OUTRUN 2006: COAST 2 COAST

Enter the following codes as names when editing a license, but make sure you opt to 'decline' when prompted to confirm the changes.

Cheat	Code
100% completion	ENTIRETY
Get 1,000,000 OutRun miles	MILESANDMILES

PAC-MAN WORLD 3

All levels and mazes

To unlock all levels and mazes, tap ←, →, ←, →.

→, ⊙, ↑ at the main menu. Simple as that!

PINBALL HALL OF FAME

Enter any of the following codes on the 'Enter Code' screen.

Cheat	Code
Unlock freeplay on 'Love Machine'	HOT
Unlock freeplay on 'Tee'd Off's'	PGA
Unlock freeplay on 'Xolten'	BIG
Unlock freeplay on 'Aces High'	UNO
Unlock freeplay on 'Central Park'	NYC
Unlock freeplay on 'Strikes N Spares'	PBA
Unlocks freeplay on 'Playboy'	HEF
Unlock custom balls (in 'Options')	CKF
Unlocks optional tilt (in 'Options')	BZZ

SMART BOMB

Unlock everything

At the 'Press Start' screen, press ↓, →, ↑, ←, →, ⊙, ⊙ to unlock 'Challenge' mode.

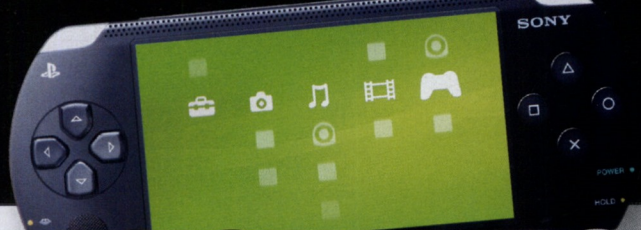
PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST

CHEAT CODES

Enter any of the following codes during play in single-player mode.

Cheat	Code
'God' mode	⊗, ⊙, ⊙, ⊗, ⊗, ⊗, ⊗, ⊗
Restore health	⊗, ⊙, ⊙, ⊗, ⊗, ⊗, ⊗, ⊗
One shot kill	⊗, ⊙, ⊙, ⊗, ⊗, ⊗, ⊗, ⊗
Treasure levels unlocked	⊙, ⊙, ⊙, ⊗, ⊗, ⊗, ⊗, ⊗
Kraken battle unlocked	⊙, ⊙, ⊙, ⊗, ⊗, ⊗, ⊗, ⊗
Unlimited power moves	⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗





EXTRA SENSORY PSP!

'Special' mode, all difficulty settings in 'Arcade' mode and all bombs in 'Story' mode. Two coins appear on-screen to confirm the code worked.

SPIDER-MAN 2

Go into the 'Options' menu and choose 'Special', then input the following passwords in the 'Cheats' section.

Cheat	Password
Unlock all levels	WARPULON
Unlock all moves	MYHERO
Unlock all movies	POPPYCORN
Infinite health	NERGETS
Infinite webbing	FILLMEUP

SPLINTER CELL ESSENTIALS

Unlock bonus missions

At the 'Bonus Mission' screen, hold and press , , , , , . Keep repeating the code to unlock the next bonus mission in the sequence. There are three in total: 'Paris-Nice', 'Heroin Factory' and 'Television Free Indonesia'. Alternatively, use your PSP's Internet connection to log onto www.splintercellesentials.com, select 'PSP User' and then enter 'A272002035' as a code.

STREET FIGHTER ALPHA 3 MAX

Secret characters

Perform the following tasks when playing solo to unlock the corresponding character.

Extra	How to unlock
Shin Akuma	Complete 'Arcade' mode as Evil Ryu, then hold as you choose Akuma at the fighter selection screen
EX-M. Bison	Complete 'Arcade' mode and then hold as you choose M. Bison at the fighter selection screen
Final-Vega	Complete 'Arcade' mode, then hold as you choose Vega at the fighter selection screen

SUPER MONKEY BALL ADVENTURE

Enter any of the following codes at the 'mode select' screen.

Cheat	Code
All race levels	, , , , , , , ,
All target levels	, , , , , , , ,
All fight levels	, , , , , , , ,
All cannon levels	, , , , , , , ,
All bounce levels	, , , , , , , ,

TONY HAWK'S UNDERGROUND 2: REMIX

Go to the 'Options' screen and enter these codes in the 'Cheat Code' section...

Cheat	Code
Unlock original Tony Hawk	birdman
Moon physics	i can fly
Perfect grinds	tightrope
Unlock most bonuses	monkeymonkeydo

Multi-player madness

It is possible to play THUG2 with loads of players using only one disc. Simply have player one load up the game, create a game in 'Ad

STAR WARS: BATTLEFRONT II

Cheat codes

Enter the following codes after pausing the game in single-player mode.

Cheat	Code
Invincibility	, , , , , , ,
Unlimited ammo	, , , , , , ,
Low-res soldiers	, , , , , , ,
Disable HUD	, , , , , , ,
Slow motion sounds	, , , , , , ,
Party-time Jedi/Wampa hit effects	, , ,

Extra	How to unlock
'Theatre' mode	Complete 'Story' mode
Tekken Bowling	Complete 'Story' mode three times
Gold Rush Time Attack	Complete 'Story' mode three times
Command Attack	Complete 'Story' mode four times
3,000,000 G	Complete the Ranking Tournament in Void Dojo
Heaven Dojo	Complete Void Dojo after beating Ranking Tournament and Jinpachi
Jinpachi Ghost	Complete Void Dojo after beating Ranking Tournament and Jinpachi
Tekken Dojo Gold Rush	Complete the Wind Dojo
Tekken Dojo Roulette Battle	Complete the Void Dojo
Tekken Dojo Survival	Complete the Fire Dojo
Ketten Dojo Time Attack	Complete the Water Dojo

TALES OF ETERNIA

Completion bonuses

Save your game when prompted after the end credits have finished rolling and then start a new game using this file (it will be marked with a star). In your new game, the 'Customisation' menu will have more options – such as 'view all cut-scenes' – and there will be a bonus dungeon called 'Nereld's Labyrinth' at the Orbus Barrier.

TALKMAN

Training School

Complete 'The Great Jungle Kut-Ku' and unlock the level two missions from the town sage. In the training school you can battle against Kut-Ku and other powerful monsters you've beaten with limited weapons, armour and items.

TEKKEN: DARK RESURRECTION

Unlockable extras

Complete the following requirements to unlock the corresponding extra.

Hoc' mode and then start playing. When it has finished loading, pop the disc out and load it up on another PSP and have that player join the game, and so on...

HANDY HINT!

There's a geeky Star Wars kid in Boston! To see him, head to the area with the two houses and then spine transfer up into them. Then spine transfer off of the house on the left-hand side and spine transfer into the window to the left. You will then see the kid and if you press when prompted, he'll do tricks!

Extra	How to unlock
'Theatre' mode	Complete 'Story' mode
Tekken Bowling	Complete 'Story' mode three times
Gold Rush Time Attack	Complete 'Story' mode three times
Command Attack	Complete 'Story' mode four times
3,000,000 G	Complete the Ranking Tournament in Void Dojo
Heaven Dojo	Complete Void Dojo after beating Ranking Tournament and Jinpachi
Jinpachi Ghost	Complete Void Dojo after beating Ranking Tournament and Jinpachi
Tekken Dojo Gold Rush	Complete the Wind Dojo
Tekken Dojo Roulette Battle	Complete the Void Dojo
Tekken Dojo Survival	Complete the Fire Dojo
Ketten Dojo Time Attack	Complete the Water Dojo

THE SIMS 2

Cheat mode

Enter the 'Buy Perks' screen from the info menu, then hold + + and a 'Cheat' perk will appear showing a free Woo-Hoo icon. Buy it to get a cash boost, more skills, clear your needs and fill your sanity.

TIGER WOODS PGA TOUR

Bonus courses

There are loads of extra courses to parade your offensively unfashionable golfing attire around, here's how you unlock them...

Course	How to unlock
EA Sports Favourites	Earn \$5,000,000
Emerald Dragon	Earn \$1,000,000
Fantasy Specials	Earn \$15,000,000
Greek Isles	Earn \$1,500,000
Legend Compilation #1	Beat Ben Hogan in 'Legend Tour' mode
Legend Compilation #2	Beat Gary Player in 'Legend Tour' mode
Legend Compilation #3	Beat Seve Ballesteros in 'Legend Tour' mode
Legend Compilation #4	Beat Arnold Palmer

Extra	How to unlock
'Theatre' mode	Complete 'Story' mode
Tekken Bowling	Complete 'Story' mode three times
Gold Rush Time Attack	Complete 'Story' mode three times
Command Attack	Complete 'Story' mode four times
3,000,000 G	Complete the Ranking Tournament in Void Dojo
Heaven Dojo	Complete Void Dojo after beating Ranking Tournament and Jinpachi
Jinpachi Ghost	Complete Void Dojo after beating Ranking Tournament and Jinpachi
Tekken Dojo Gold Rush	Complete the Wind Dojo
Tekken Dojo Roulette Battle	Complete the Void Dojo
Tekken Dojo Survival	Complete the Fire Dojo
Ketten Dojo Time Attack	Complete the Water Dojo

TIGER WOODS PGA TOUR '06

To unlock some unique Pro Shop items, enter 'pspevolew' as a password.

TOMB RAIDER LEGEND

Unlockable codes

You've got to unlock these codes before using them. Hold then enter the following codes during gameplay.

Code	Effect
, , , , ,	Bulletproof
, , , , ,	Draw Enemy Health
, , , , ,	Infinite Assault Rifle Ammo
, , , , ,	Infinite Grenade Launcher
, , , , ,	Infinite Shotgun Ammo
, , , , ,	Infinite SMG Ammo
, , , , ,	One Shot Kill
, , , , ,	Wield Excalibur
, , , , ,	Wield Soul Reaver

UNTOLD LEGENDS: BROTHERHOOD OF THE BLADE

Boss seeker

If you hold down the button and hit , the map will zoom in. Do it again and it disappears. Interesting huh? Well, if you repeat this a third time, the map will reappear but the game will refit to its normal size and in the time it does this, you should be able to see the boss's icon on the map. This will give away the boss's position and enable you to navigate accordingly.

Live forever

When you see the animation of your character keeling over start, quickly press **△**. You will notice that the option to save and return to Aven is not accessible, so press 'exit' to go back out to the main menu and save your game there. You can now keep all the cool items you acquired.

HANDY HINT!

When connected in a multi-player game, have one player give an item to another player and then have the giver exit the game without saving. The second player then has to save the game and then when both players reload, they will both have the item. Simple!

VIEWTIFUL JOE: RED HOT RUMBLE

Complete the various trials to unlock the corresponding characters. You can also unlock bonus costumes for every character by beating all 40 missions in 'Trial' mode.

Character	How to unlock
Director Blue	Complete trial 1
Movie Fan Joe	Complete trial 5
Charles The Third	Complete trial 9
Fighter Bianky & Friends	Complete trial 13
Hulk Davidson	Complete trial 14
Manager Jet	Complete trial 19
Young Blue Jr	Complete trial 24
Android Rachel	Complete trial 29
Stylish Alastor	Complete trial 34
Gran Bruce	Complete trial 35
Heroine Silvia	Complete trial 37
Young Captain Blue	Complete trial 40

VIRTUA TENNIS WORLD TOUR

Enter the following codes at the main menu while holding the **△** button.

Cheat	Code
Play as King	↑, ↓, ↑, ↓, △, △, △
All stadiums	↑, ↓, ←, →, △, △, △
All racquets	→, ←, →, →, ↑, ↑, ↑
Get \$1,000,000	↑, ↓, ←, ↓, △, △, △
Get \$2,000 a week	↑, ↓, →, ↓, △, △, △
Sepia graphics	↑, ↓, ←, →, ←, ←, ←

WORLD RALLY CHAMPIONSHIP

Create a new profile with the following names to unlock the corresponding cheat.

Cheat	Code
Bird's-eye view	DOVECAM
Supercharged	MAXPOWER
Extra avatars	UGLYMUGS
Ghost cars	SPOOKY
Reversed controls	REVERSE

Time trial ghost cars
Unlock everything

AITRIAL
PADLOCK

WORMS: OPEN WARFARE

Full health

Pause the game at any time during play and then hold **△** + **△** and press **△**, **↓**, **⊗**, **↑** to restore your worm's health.

X-MEN LEGENDS II: RISE OF APOCALYPSE

Enter the following codes at the 'Review' menu.

Cheat	Code
Unlock all cinematics	←, →, →, ←, ↓, ↓, ↓, ⊗
Unlock all comics	→, ←, ←, →, ↑, ↑, ↑, ⊗

Here's a selection of new codes – please note the relevant screen on which you need to enter them.

Cheat	Screen to enter	Code
One-hit kills	During play	←, ←, →, ←, →, ↑, ⊗
100,000 techbits	Forge or Beast's equipment screen	↑, ↑, ↑, ↓, →, ↑, ⊗
Unlock all characters	Team management screen	→, ←, ←, →, ↑, ↑, ↑, ⊗
Unlock all comics	Review menu	→, ←, ←, →, ↑, ↑, ↑, ⊗
All Danger Room courses	Danger Room	→, →, ←, ←, ↑, ↓, ↓, ⊗
'God' mode	During play	↓, ↓, ↓, ↑, →, ↓, →, ⊗
Level 99 characters	Team management screen	↑, ↓, ↑, ↓, ←, ↑, ←, →, ⊗
Super speed	Pause menu	↑, ↑, ↑, ↑, ↓, ↓, ⊗
Unlimited Xtreme power	Pause menu	←, ↓, ↓, ↓, ↑, ↑, ↑, ⊗
Unlock all costumes	Team management screen	↑, ↓, ↑, ↓, ←, ↑, ←, →, ⊗
Unlock all cinematics	Review menu	←, →, →, ←, ↓, ↓, ↓, ⊗
Unlock all skills	Team management screen	←, →, →, →, ↓, ↓, ⊗



WIPEOUT PURE UNLOCKABLE EXTRAS

Race well and a wealth of rewards will be yours for keeps.

Extra	How to unlock
'Ascension' Tournament	Complete the 'Beta' Tournament
'Beta' Tournament	Complete the 'Alpha' Tournament
'Classic' Tournament	Unlock all four 'Classic' tracks
'Flash' Class	Complete the 'Ascension' Tournament in 'Venom' Class
Karbonis ('Classic' track)	Get gold in all 'Alpha' and 'Beta' single races
Sagarmatha ('Classic' track)	Get 25 gold medals
Manor Top ('Classic' track)	Get 40 gold medals
Mandrashee ('Classic' track)	Get 60 gold medals
Medieval (ship)	Get 70 gold medals
'Phantom' Class	Complete the 'Ascension' Tournament in 'Rapier' Class
'Rapier' Class	Complete the 'Ascension' Tournament in 'Flash' Class
Staten Park	(Gamma track) Downloadable
Mallavol ('Zone' track)	Conquer 25 Zones of Pro Tozo
Coridon 12 ('Zone' track)	Conquer 25 Zones of Mallavol
Syncopia ('Zone' track)	Conquer 30 Zones of Coridon 12
Tigron (ship)	Downloadable Zone (ship)
	Get gold medals in all four 'Zone' tracks

HANDY HINT!

If you press **△**, **△**, **△**, **△** while airborne after any jump, you'll perform a snazzy barrel roll which not only looks good, but will give you a nice speed boost upon landing too. Try it!

WWE SMACKDOWN! VS RAW 2006

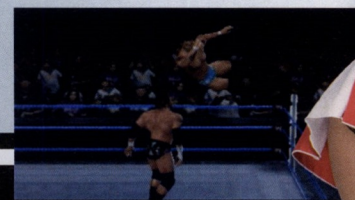
Unlockable extras

Prove your worth in the wrestling ring and win a wealth of cool bonuses. Remember, you can also upload Jake 'The Snake' Roberts to the PS2 version of the game!

Extra	How to unlock
Andre The Giant	Purchase for \$28,000 at the WWE shop
Bret 'Hit Man' Hart	Purchase for \$28,000 at the WWE shop
British Bulldog	Purchase for \$28,000 at the WWE shop
Jake 'The Snake' Roberts	Purchase for \$28,000 at the WWE shop
Mankind	Purchase for \$28,000 at the WWE shop
Hollywood Hogan	Win the 'Smackdown! Season' trophy then purchase for \$28,000 at the WWE shop
Hulk Hogan	Win the 'RAW Season' trophy

Jimmy Hart	Win the 'Tough Enough' trophy then purchase for \$28,000 at the WWE shop
The Rock	Complete the 'Smackdown! Season' storyline
Ted DiBiase	Win the 'Challenge' mode 'Superstar' trophy then purchase for \$28,000 at the WWE shop
Steve Austin (alternate costume)	Complete the RAW storyline
Triple H (alternate costume)	Win the 'GM Of The Year' award
Carlito (alternate costume)	Complete all 'Amateur' challenges
John Cena (alternate costume)	Complete the 'Rising Star' challenges
JBL (alternate costume)	Win the 'GM Of The Year' award
ECW arena	Complete the 'Rising Star' challenges
Wrestlemania 21 arena	Complete the 'Amateur' challenges

Hardcore Championship title	Complete the 'Legend' challenges
Million Dollar Championship title	Complete the 'Legend' challenges
World Heavyweight Championship title	Win at Wrestlemania in the 'RAW' season
WWE Championship title	Win at Wrestlemania in the 'Smackdown!' season
Legend loading screens	Win the Legend Battle Royale
Diva loading screens	Get Torrie as your manager in 'Smackdown!' and Trish as your manager in 'RAW'
Superstar loading screens	Win an Elimination Chamber match on the 'Legend' difficulty in 'Exhibition' mode





EXTRA SENSORY PSP!

Hot-off-the-palms codes for the latest pint-sized PlayStation games!

Just in!

2006 FIFA WORLD CUP

Unlock everything

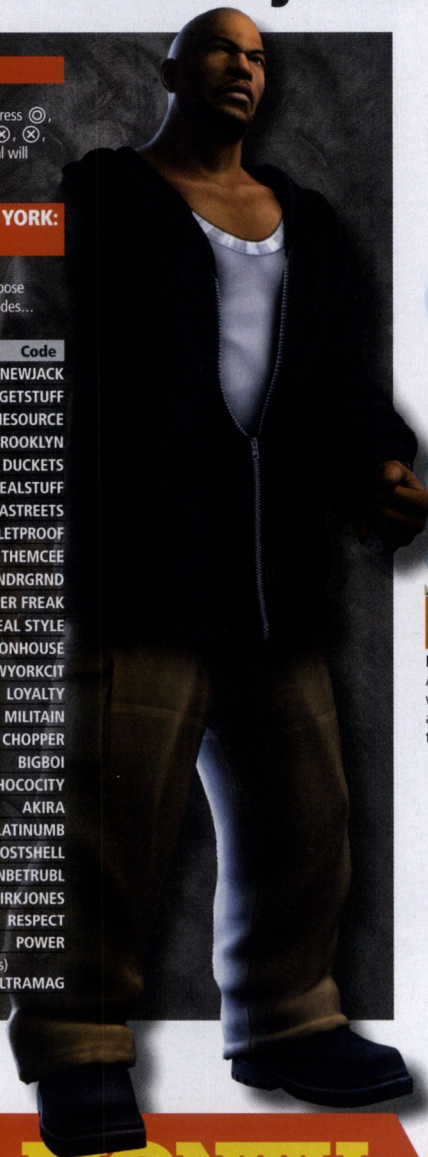
At the main menu, hold **R** + **LB** and press **△**, **×**, **□**, **○**, **△**, **×**, **□**, **○**. The sound of someone scoring a goal will confirm that the code has worked.

DEF JAM FIGHT FOR NEW YORK: THE TAKEOVER

Cheat codes

Select 'Extras' at the main menu, then choose 'Cheats' and enter any of the following codes...

Cheat	Code
Get 100 reward points	NEWJACK
Get 100 reward points	GETSTUFF
Get 100 reward points	THESOURCE
Get 100 reward points	CROOKLYN
Get 100 reward points	DUCKETS
Get 100 reward points	REALSTUFF
Get 100 reward points	DASTREETS
Get 100 reward points	BULLETPROOF
Get 100 reward points	THEMCEE
Get 100 reward points	GOUNDRGRND
Get 200 reward points	SUPER FREAK
Get 200 reward points	REAL STYLE
Get 200 reward points	DRAGONHOUSE
Get 300 reward points	NEWYORKCIT
Song: 'After Hours' (Nyne)	LOYALTY
Song: 'Anything Goes' (C-N-N)	MILITAIN
Song: 'Blindside' (Baxter)	CHOPPER
Song: 'Bust' (Outkast)	BIGBOI
Song: 'Comp' (Comp)	CHOCOCITY
Song: 'Dragon House' (Chiang)	AKIRA
Song: 'Get It Now' (Bless)	PLATINUMB
Song: 'Koto' (Chiang)	GHOSTSHELL
Song: 'Lil Bro' (Ric-A-Che)	GONBETRUBL
Song: 'Man Up' (Sticky Fingaz)	KIRKJONES
Song: 'Move!' (Public Enemy)	RESPECT
Song: 'Original Ganster' (Ice-T)	POWER
Song: 'Poppa Large' (Ultramagnetic Mcs)	ULTRAMAG



DRAGON BALL Z: SHIN BUDOKAI

Mini-game

At the main menu, press **LB** and 'Dragon Click' will appear on the Dragon Radar. Press **LB** to play and then press the **RB** button repeatedly before the time expires.



LEGO STAR WARS II

Secret characters

Enter any of the following codes at the Mos Eisley Cantina to unlock the corresponding character for purchase in 'Free Play' mode.

Character	Password
Beach Trooper	UCK868
Ben Kenobi's Ghost	BEN917
Bespin Guard	VHY832
Bib Fortuna	WTY721
Boba Fett	HLP221
Death Star Trooper	BNC332
Ewok	TTT289
Gamorrean Guard	YZF999
Gonk Droid	NFX582
Grand Moff Tarkin	SMG219
Han Solo (with hood)	YWM840
IG-88	NXL973
Imperial Guard	MMM111
Imperial Officer	BBV889
Imperial Shuttle Pilot	VAP664
Imperial Spy	CVT125
Lobot	UUB319
Palace Guard	SGE549
Rebel Pilot	CYG336
Rebel Trooper (from Hoth)	EKU849
Skiff Guard	GBU888
Snowtrooper	NYU989
Stormtrooper	PTR345
The Emperor	HHY382
TIE Fighter	HDY739
TIE Fighter Pilot	NNZ319
TIE Interceptor	QYA828
Ugnaught	UGN694



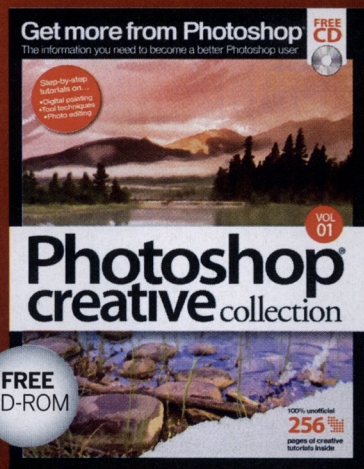
NEXT MONTH

Ooh crikey! In the next issue of Play PSP we'll be bringing you the toe-curlingly gory guide to *Silent Hill Origins* featuring all the missions, maps and things that go 'urrrgh' in the night. You have been warned!
ON SALE 07 DECEMBER

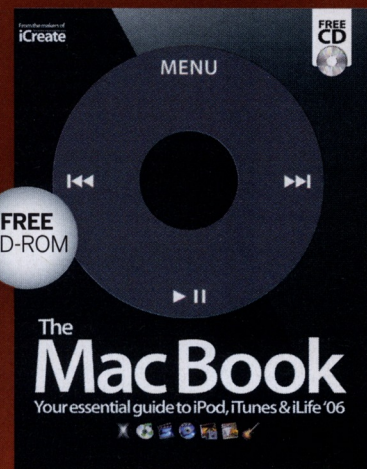
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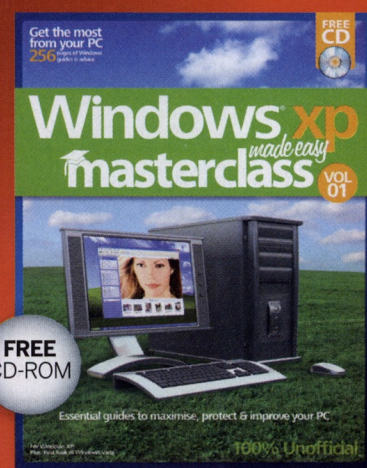
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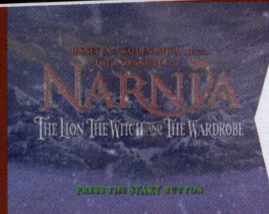


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JARGON BUSTER

Cheat codes are temperamental little buggers – not only do they insist on being entered on specific screens, they also demand that you enter them at a certain speed. Failure to comply with their rules will result in them flatly refusing to work. But help is at hand...



TITLE SCREEN:

This is the screen where the title of the game is proudly displayed. This screen could also be referred to as the 'Press Start' screen.



MAIN MENU:

This is the place where all the game mode options are – like 'One-player', 'Gash mode', etc.



OTHER SCREENS:

If certain codes need to be entered on other specific screens, 'character select' screens for example, then they will be clearly mentioned within the cheat intro.

CODE INPUT:

Where the codes are separated by commas, this implies that they must be entered in sequence, one after the other. Where the codes are separated by plus signs, this implies that they must be inputted together at once. Some codes also require you to hold certain buttons down while pressing others, these are all indicated in the cheat intro text.

BALDUR'S GATE: DARK ALLIANCE

'Cheat' mode

At any time during play, hold **LB** + **RB** + **←** + **→** and then press **START**. A cheat menu with various options, including invincibility and a level skip will now be unlocked.

Play as Drizzt

On the main menu, hold **LB** + **RB** and then press **→** + **→** to unlock Drizzt as a playable character. Alternatively, highlight one of the three default characters on the 'Character Select' screen and then press and hold **LB** + **RB** + **→** + **→** until the game loads.

Super warrior

At any time during play, press and hold **LB** + **RB** + **←** + **→** and then press **START**. If the cheat has worked you will hear your character's voice before gaining all feats, more gold and an overall character level of 20.

BALDUR'S GATE: DARK ALLIANCE 2

'Cheat' mode

At any time during play, hold **LB** + **RB** + **←** + **→** + **START** and then press **START**. A cheat menu with various options, including invincibility and a level skip option will now be unlocked.

Level 10 Warrior

At any time during play, hold **LB** + **RB** + **←** + **→** + **START** and press **START**. Your current character will now be at level 10 with 45 feat points and loads of gold.

BARD'S TALE, THE

The following codes can be entered at any time during play, simply hold **LB** + **RB** and then enter the following codes.

Cheat	Code
'God' mode	→, ←, →, ←, ↑, ↓, ↑, ↓
Invincibility	→, ←, →, ←, ↑, ↓, ↑, ↓
Full health	←, →, →, →, ↑, ↓, ↑, ↓
Extra damage	↑, ↓, ↑, ↓, →, ←, →, ←
Extra silver	↑, ↓, ↑, ↓, →, ←, →, ←
'Debug' mode	→, ←, →, ←, ↑, ↓, ↑, ↓

BATMAN: RISE OF SIN TZU

At the 'Press Start' screen, hold **LB** + **RB** + **←** + **→** and then enter any of the following codes. A message will appear to confirm that they have worked.

Cheat	Code
Infinite health	↑, ↓, ↑, ↓, →, ←, →, ←
Infinite combo	←, →, →, →, ↑, ↓, ↑, ↓
All upgrades	↑, ↓, ↑, ↓, →, ←, →, ←
All bonuses	↓, ↑, ↓, ↑, →, ←, →, ←
Dark Knight	↓, ↑, ↓, ↑, →, ←, →, ←

BATMAN VENGEANCE

Enter the following codes at the main menu. A sound will confirm that the codes have worked.

Cheat	Code
Unlock everything	LB , RB , LB , RB , → , →
All power moves	LB , LB , LB , LB , LB , LB
Unlimited handcuffs	→ , → , → , → , → , →
Unlimited Batlauncher	→ , → , → , → , → , →
Unlimited Batarangs	LB , LB , LB , LB , LB , LB

BATTLE ENGINE AQUILA

Enter the following codes as case-sensitive names when you start a new game. You can enter multiple codes, just enter them in one

continuous name. For example, 'God' mode and level select will be 'B4K42IEVAH!'

Cheat	Code
'God' mode	B4K42*
All bonuses	105770Y2
Level select	IEVAH!
* 'God' mode will be unlocked in the 'Options' menu.	

BATTLEFIELD 2: MODERN COMBAT

Unlock all weapons

While playing in single-player mode, hold **LB** + **RB** and then quickly press **→**, **→**, **↓**, **↑**, **←**, **→** to unlock all of the weapons.

BATTLESTAR GALACTICA

Starbuck and Apollo as wingman

On the 'Extras' menu, press **↓**, **↓**, **↓**, **↓**, **↓**, **↓**, **→**, **→**, if the code has worked you'll hear a Cylon speak.

BIG MUTHA TRUCKERS

Enter the following cheat codes in the 'Options' menu.

Cheat	Code
Unlock everything	CHEATINGMUTHATRUCKER
Unlock Evil Truck	VARLEY
Fast truck	GINGERBEER
\$10million	LOTSAMONEY
Level select	LAZYPLAYER
Bonus levels	JINGLEBELLS
Unlimited time	PUBLICTRANSPORT
Disable damage	6WL
Automatic sat nav	USETHEFORCE
Diplomatic immunity	VICTORS
Small pedestrians	DAISHI

BIG MUTHA TRUCKERS 2: TRUCK ME HARDER

At the main menu, highlight the 'Trial By Trucking' option and then press the **→** button. The cheat menu will then appear and you can enter any of the following cheat codes.

Cheat	Code
Invincibility	NODAMAGE
Unlock all missions	MISSIONS
Get \$115,000	CASH
No police	NOCOPS
Unlock all gallery images	GALLERY
Open all bridges	BRIDGE
More police	COPS
More bikers	BIKERS

BLACK AND BRUISED

Enter the following codes by selecting the 'Cheat' option at the 'Setup' menu.

Cheat	Code
Invincibility	→ , → , → , → , → , →
All boxers	→ , → , → , → , → , →
'Turbo' mode	→ , → , → , → , → , →
Constant power-ups	→ , → , → , → , → , →
'Conversation' mode	→ , → , → , → , → , →
Intercontinental tournament	→ , → , → , → , → , →
New costumes	→ , → , → , → , → , →
'All boxers' Life' mode	→ , → , → , → , → , →
Scrap Yard arena	→ , → , → , → , → , →

BLACK

Get the BFG

Enter '55QQ-5THA-ZFFV-7XEV' as your profile name (make sure you include the '-' symbols). After you have selected 'done', enter your real profile name and then when you start the first level you will have the BFG weapon.

BLADE 2

Hold **LB** button at the main menu and enter the following codes.

Cheat	Code
Level select	↓, ↑, ←, →, →, ↓, ↓, ↑
All weapons	↓, ↑, ←, →, →, ↓, ↓, ↑
Daywalker	←, →, ↑, ↓, ↓, ↑, ↓, ↑

The following codes must be entered after pausing the game during play and holding **LB**.

Cheat	Code
Unlimited health	△, △, △, △, △, △
'Rage' mode	←, ↓, ↓, ↓, ↓, ↓, ↑, ↑
Unlimited ammo	←, →, →, →, ↑, ↓, ↓, ↓
Invincible NPCs	△, △, △, △, △, △

BLOOD RAYNE

Enter the following word sequences in the 'Code' section to unlock the corresponding cheat in the 'Cheat' menu. A message will confirm that they have worked.

Cheat	Code
'God' mode	TRIASSASSINDONTDIE
Restore health	LAMEYANKEEDONTFEED
Fill Bloodlust	ANGRYXXXINSANEHOOKER
Time factor	NAKEDNASTYDISHWASHERDANCE
Secret level	BRIMSTONEINTEHABAYOU
Enemy freeze	DONTFARTONOSCAR
Show weapons	SHOWMEMYWEAPONS
Gratuitous dismemberment	INSANEGBMSMODEGOOD
Juggy	JUGGYDANCESQUAD

Level select ONTHELEVEL*
* After entering the 'Level Select' code, go back to the main menu, highlight the 'New' option, then hold **LB** and press **START**.

BLOOD RAYNE 2

The following codes must be entered in the 'Cheat' menu. To complete the codes, highlight the last word and press **START**. Some cheats need highlighting in the 'Cheat' menu and then you need to press **←** or **→** to activate them, others you just need to highlight and press **→**.

Cheat	Code
Unlock everything	WANT THIS DARK REALITY TAINT QWEEF
'God' mode	UBER TAINT JOAD DURF KWIS
All powers	BLANK UGLY PUSTULE EATER
Restore health	PUSTULE ERASURE
Unlimited health	TERMINAL REALITY SUPER UBER XXX VACATE
Fill Bloodlust	NAKED JUGGY RESISTANCE PACY
Refill ammo	WHACK THIS MOLESTED NINJA
Unlimited ammo	UGLY DARK HEATED ORANGE QUAFF
Unlimited rage	PIMP REAP DARK DARK MUSE
Gratuitous dismemberment	DODGE THIS MOIST PIMP
'Juggy' mode	FAKE BURST CUNNINGLY DISTORTED

Credit carnage 1000 points	CARGO FIRE IMP KAK
Credit gun 1000 points	LATE NUTURE QWEEF SUPER
All combos	BONE THIS CURRY VOTE
All gun modes	WHISKEY FAKE KABLOW SHOOT
Toggle enemies frozen	BLUE GREEN PURPLE IMP
Time factor	QUANTUM LAMENT DISTORTED DOTING
Level select	ANOMALIES ARE JUAN INSULATED
All FMV sequences	PENSION REAP SUPER VULGAR
'Overload' mode	THIS DARK DISTORTED REALITY
Alternate costumes	WHACK LICK EROTIC CUNNINGLY
Slideshows	ARDENT HUNGRY NAKED NINJA

BLOWOUT

Enter the following cheats in the 'Codes' menu. A message will confirm that they have worked.

Cheat	Code
'God' mode	NOPAINNOCANE
Level select	COOLLEVELCHEATCODE
Level skip	YESTERDAYOURZEBRADIE
Unlock doors	ANYANDALLCODE
Restore health	CANEREADYTOROCK
Unlimited ammo	FISHINABARREL
All weapons	CHARLIEHUSTLEOVERDRESSEDROMEO
Weapon level up	FRIENDLIESTGODINGALAXY
Big feet	DEADREDPARTYSHOES
Big heads	BUTTCHIEATCANSURPRISE
Freeze foes	CHARLIEOSCARIMADELTA
Time factor	CHARLIEALPHANOVEMBERECHO
Programmer message	GOODGODHELPMEE
Full map	YESTERDAYYOURZEBRADIVORCED

BMX XXX

Enter the following as cheat codes in the 'Cheat' menu.

Cheat	Code
Level select	XXX RATED CHEAT
Stage select	MASS HYSTERIA
Play as Amish Boy	ELECTRICITYBAD
All bikes	65 SWEET RIDES
'Night vision' mode	3RD SOG
'Happy bunny' mode	FLUFFYBUNNY
'Ghost control' mode	GHOSTCONTROL
'Super crash' mode	HEAVYPETTING
'Green skin' mode	MAKEMEANGRY
'Visible gap' mode	PARABOLIC
More speed	Z AXIS
Fire bullets	BRONXCHER*
All FMV sequences	CHAMPAGNE ROOM
Random intro sequence	XXXINTRO

* Stop your rider during a level, use the right stick to enter first-person mode and press **→** to shoot at people and cars.

BRATZ: ROCK ANGELZ

Play through the game until you get to the Bratz office, then enter any of the following codes at the 'Cheat Computer'.

Cheat	Code
1,000 Blingz	YASMIN
2,000 Blingz	PHOEBE
6,000 Blingz	HOTTIE

Ringtone 12	BLAZIN
Ringtone 15	FIANNA
Ringtone 16	ANGELZ

Change Chloe's clothes

Play through the game until you can access the 'Cheat Computer' and then enter either 'FASHION', 'SPARKLE', 'STRUT' or 'FLAIR'.

Change Jade's clothes

Play through the game until you can access the 'Cheat Computer' and then enter either 'SLAMMIN', 'STYLIN', 'FUNKALISH' or 'HOT'.

Change Sasha's clothes

Play through the game until you can access the 'Cheat Computer' and then enter either 'SCORCHIN', 'PRETTY', 'MODEL' or 'FUNKY'.

Change Yasmin's clothes

Play through the game until you can access the 'Cheat Computer' and then enter either 'ROCKIN', 'COOL', 'CRAZY' or 'SASSY'.

BRIAN LARA: INT CRICKET 2005

Enter the following codes at the 'Cheats' screen in the 'Options' menu. Press **→** to enable them and **→** to accept. Then you just need to press **→** to toggle them on.

Cheat	Code
All bonuses	CAUGHTANDBOWLED
Classic players	GONEFORADUCK
Picture gallery	SLEDGING
All teams	GOODLENGTH
All classic matches	BOWLEDHIM
All trophies	DOLLY
Classic XI Challenge	STUMPED

BROTHERS IN ARMS: EARNED IN BLOOD

Unlock Cheat mode

Enter 'BAKERSDOZEN' as a profile name to unlock all levels plus the 'Infinite Ammo', 'Super Squad' and 'Old Movie' cheats.

BROTHERS IN ARMS: ROAD TO HILL 30

Level select

Enter 'BAKERSDOZEN' as a profile name to unlock all of the levels.

BURNOUT

Unlock all racers

At the title screen, press **LB**, **LB**, **LB**, **LB**, **LB**, **LB**, **LB** and **→** to unlock all of the racers.

BURNOUT 2: POINT OF IMPACT

Unlock all cheats

Use a memory card with a saved game of Burnout with 'Free Run' unlocked and then start a game of Burnout 2.

BURNOUT REVENGE

Madden van and Dominator car

Have a save from Madden NFL 06 on your memory card to unlock the Madden van and a Burnout 3 save to unlock the secret Dominator Assassin car.

BURNOUT 3: TAKEDOWN

Unlock NFS traffic

Complete 'Crash' mode with a gold rank on all levels and then hold **LB** + **RB** while choosing a car at the 'Vehicle Selection' screen. The civilian cars will be replaced by those from Need For Speed: Underground.

Unlock all modes **GM2OPEN8**

Chreat	Code
All weapons (tier 1)	
All weapons (tier 2)	
All weapons (tier 3)	
Super punches	
Hitman level (all weapons)	
Unlimited ammo	
Armour, health and money	
No wanted level	
Lower wanted level	
Raise wanted level	
Six star wanted level	
Bounty on your head	
Max respect	
Max sex appeal	
Max lung capacity	
Max muscle	
Max fat	
No fat or muscle	
No hunger	
Unlimited health	
Max vehicle skills	
Taxi missions complete	
Pimping missions complete	
Higher jumps	
Adrenaline	
Perfect handling	
Aggressive traffic	
Faster cars	
Invisible cars	
Flying cars	
Cars fly away	
Drive on water	
Vehicle of death	
Black traffic	
Pink traffic	
Sports car traffic	
Rural traffic	
Beater traffic	
Green traffic lights	
Reduced traffic	
Manual drive-by controls	
Car genocide	
Flying boats	
Huge BMX bunny hops	
Upgraded taxis	

All nitrous cars	←, △, 01, 11, ↑, 02, △, ↓, 02, 12, △, 01
Spawn Bleeding Banger	↓, 01, 02, 12, △, 01, 11, ←, △
Spawn Caddy	01, 11, ↑, 01, 12, ×, 01, 11, 02, 01
Spawn Dozer	02, 12, 11, →, ↑, ↑, 01, 11, ←
Spawn Hotring Racer #1	01, 02, 02, →, 12, 02, ×, 01, 01
Spawn Hotring Racer #2	02, 11, 01, →, 12, 01, →, ↑, 01, 02
Spawn Hunter	01, ×, 11, 01, 01, 01, 01, 02, 02, 12, 11
Spawn Tanker	01, ↑, ←, →, 02, 01, →, 01, 11, 11
Spawn Hydra	△, △, 01, 01, 01, 11, 11, ↑, ↑
Spawn Jetpack	←, →, 11, 02, 01, 02, ↑, 11, ↓, ↑
Spawn Monster Truck	→, ↑, 01, 01, 01, ↓, ↑, △, 01, 01, 11
Spawn Quad Bike	←, ←, ↓, ↑, ↑, △, 01, 01, 02
Spawn Parachute	←, →, 11, 02, 01, 02, 02, ↑, ↓, 11
Spawn Rancher	↑, →, ↑, →, ↑, →, ↑, →, ↑, →
Spawn Rhino Tank	01, 01, 11, 01, 01, 01, 12, 01, 01, △
Spawn Romero	↓, 02, ↓, 01, 02, ←, 01, 11, ←, →
Spawn Stretch	02, ↑, 02, ←, 01, 11, 01, →
Spawn Stunt Plane	01, ↑, 11, 02, ↑, 02, 01, 01, ←, ←, 11
Spawn Thrashmaster	01, 01, 01, 11, ←, ←, 01, 01, ↓, ↓
Spawn Vortex	△, △, 01, 01, 01, ×, 11, 02, ↓, ↓
Recruit anyone with guns	↓, 01, 02, 02, →, ↑, →, ↑, →
Recruit anyone with rockets	02, 02, 02, 01, 02, 11, 02, 11, 02, ×
City in chaos	02, →, 11, △, ↓, →, 01, 11, →, 01, 11, 11
Pedestrians riot	↓, ↑, ←, ↓, ←, ×, 02, 01, 02, 11
Pedestrians attack	×, 11, ↑, ↓, ↓, 01, 02, ↓, 01, 11, 11
Armed pedestrians	02, 01, 01, ×, ×, ×, △, ↑, ↓
Elvis pedestrians	11, 01, △, 11, 11, 01, 02, ↑, ↓
Gangs only	02, ↑, 01, 01, ←, 01, 01, 02, ↓, ↓
Gangs and workers	←, →, →, →, ←, →, →, ↑, ↑, ↑, ↑
Slow down time	△, ↑, ↑, ↓, ↓, 02, 01
Speed up time	01, 01, 11, 01, 11, 02, 01, 11, 01, △
Always 21:00	←, →, 11, →, ↓, 01, 11, 02, ×
Always 00:00 or 12:00	01, 11, 01, →, ×, 01, 11, ←
Slow motion	01, ↑, ↑, ↑, 01, 02, 01
Fast motion	01, ↑, ↑, ↓, 02, 11, 01
Overcast weather	02, ×, 11, 11, 02, 02, 02, △
Foggy weather	02, ×, 01, 01, 02, 02, ×
Stormy weather	02, ×, 11, 11, 02, 02, 02, 01
Sandstorm weather	↑, ↓, 11, 02, 01, 02, 01, 02
Foggy weather	02, ↓, 01, 02, 01, ×, 01, 11, 11
Very cloudy weather	02, ×, 11, 11, 02, 02, 02, 01
Sunny weather	02, ×, 01, 11, 02, 02, △
Kinky theme	01, →, 01, 01, 02, ×, 01, ×
Yakuza theme	×, ×, ↓, 02, 02, 01, 01, 01, 01
Beach party theme	↑, ↑, ↓, ↓, 01, 01, 01, 01, 01, ↑
Carnival theme	△, △, 11, 01, 01, 01, 01, ↓, ↓
Rural theme	11, 11, 01, 01, 02, 11, 02, ↓, ↓
Commit suicide	→, 02, ↓, 01, ←, 01, 11, 02, 01



A screenshot from the video game Grand Theft Auto: San Andreas. The player's character, CJ, is standing on a concrete ledge or platform next to a train track. A train is visible on the tracks in the background. The game's HUD is visible in the top right corner, showing a mini-map, a health bar, and a money counter displaying \$17,000,000. The time of day is 10:00.

Bigger sniper rifle mag	MAGAZINE
Rifle scope upgrade	SCOPE
Camera upgrade	SHUTTER
Decrypter upgrade	SESAME
P2K upgrade	P2000
Golden P2K	AU P2K
Golden PP7	AU PP7
Grapple upgrade	LIFTOFF
Laser upgrade	PHOTON
Stunner upgrade	ZAP
Tranquilliser dart upgrade	SLEEPY
Vanquish car missile upgrade	LAUNCH
All multi-player options	GAMEROOM
All multi-player characters	PARTY

JAWS UNLEASHED

Enter the following cheats as profile names.

Cheat	Code
Unlock all bonuses	shaaark
One million points	bloood
Invincibility	unstoppable

JEREMY MCGRATH SUPERCROSS WORLD

Enter any of the following codes at the main menu. The lower-left corner of the screen will flash to confirm that the code has worked.

Cheat	Code
Moon gravity	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
More turbo	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑

JONNY MOSELEY MAD TRIX

Unlock 'Cheat' mode

At the 'Press Start' screen, hold **△** + **○** + **□** + **↓** + **→** + **←** (in that order) to unlock all skiers, costumes and skis.

JUICED

Unlock all cars

Go to the 'Cheats' screen and enter 'PINT' as a code to unlock all cars in 'Arcade' and 'Custom' modes.

JURASSIC PARK: OPERATION GENESIS

Enter the following codes during play. Ensure that you don't select anything before entering them as the codes won't work if an item is selected.

Cheat	Code
Get \$10,000	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Get \$250,000	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
No money	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Stocked market	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Public access	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Extra star	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Three stars	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
No sick dinos	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Diseased dinos	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Dino rampage	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
No rampages	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Cars blow up	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Dino DNA to 55%	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Dino DNA to 100%	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Dino DNA to 0%	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
All research	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Kill all tourists	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
All missions and more	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Drive-bys	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Undead dinos	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Heat wave	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Stormy weather	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
No storms	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
No twisters	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Twister on request	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
No red tape	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Happy visitors	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Low security	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
High security	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑

No fences **↑, ↓, ←, →**
 Damaged paths **→, →, →, →, →, →**

K

KARAOKE REVOLUTION

Enter any of the following codes at the title screen.

Cheat	Code
Unlock all songs	↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →
Unlock all characters	↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →
Unlock all venues	↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →
Unlock all costumes	↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →
Unlock all videos	↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →
Small heads	↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Big heads	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Big eyes	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
See-through characters	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Shiny characters	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Chrome characters	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Dark characters	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Banana mic	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Toothbrush mic	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Switch character gender animation	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Tough crowd audio	↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓

KELLY SLATER'S PRO SURFER

To enter the following codes, select 'Extras' from the main menu, then 'Cheats' and then enter the following codes in the mobile phone. A message will confirm that the codes have worked.

Cheat	Code
Unlock everything	7145558092
Unlock all surfers	9495556799
Level select	3285554497
Unlock all boards	6195554141
Unlock all suits	7025552918
Unlock all tricks	6265556043
Complete all objectives	8565558792
Max stats	2125551776
High jumps	2175550217
Perfect balance	2135555721
First-person view	8775553825
Play as Tony Hawk	3235559787
Play as Freak	3105556217
Play as Travis	8005556292
Play as Rainbow	8185555555
Play as Tiki God	8885554506
Trippy graphics	8185551447

KENGO: MASTER OF BUSHIDO

Play as Ikosai
 When you complete the tournament, the 29th fighter will be unlocked but you cannot see his face. To play as him, hold **△** + **○** + **□** + **↓** + **→** + **←** and then press **△**. Now, when you are facing your opponent you will be playing as Ikosai.

KENGO: LEGACY OF THE BLADE

Alternate Musashi attack
 Select 'Versus' mode, then hold **△** while choosing Musashi at the 'Character Select' screen to unlock a new two-sword attack.

KILLER 7

'Killer 8' mode
 If you complete the game, you will unlock the 'Killer 8' difficulty level in which the

enemy critical spots are invisible, explosions do five times as much damage to you and the clue icons are hidden on the map menu. This mode is also a gateway to further secrets because if you complete 'Killer 8' mode, you'll unlock the 'Hopper 7' mode and a special alternate bonus ending.

More blood

To make completing the 'Killer 8' mode much easier, press **↓, △, ↑, △, △, △, △, △** (or alternatively **↓, △, ↑, △, △, △, △, △**) at the 'Press Start' screen to get an extra 100 vials of blood.

KILLZONE

Unlock everything

Start a new game and then enter 'Shooterman' as a case-sensitive name. All levels and characters will now be unlocked.

Enter the following codes while holding **△** at the main menu.

Cheat	Code
One-hit kills	△, △, △, △, △, △, △, △
Unlock all movies	△, △, △, △, △, △, △, △
'Big head' mode	△, △, △, △, △, △, △, △

KING KONG

At the main menu, hold **△** + **○** and press **↓, △, ↑, △, ↓, △, ↑, △**. Release **△** + **○** and a new 'Cheat' option will appear at the main menu. Select it and enter the following case-sensitive codes. After entering a code, press **△** to exit the menu.

Cheat	Code
God mode	8wonder
Level select	KKstOry
One-hit kills	GrosBras
999 ammo	KK 999 mun
Bonuses completed	KKmuseum
Unlimited spears	lance 1nf
Machine-gun	KKcapone
Revolver	KKtigun
Shotgun	KKshOtgun
Sniper rifle	KKsn1per

KNIGHT RIDER

Enter the following cheats as codes in 'Campaign' mode.

Cheat	Code
Level select	ROAM01
Disable level select	ROAM00
Enable SPM in all levels	POWER01
Disable SPM in all levels	POWER00

KNOCKOUT KINGS 2001

Enter the following cheats as created boxer names in 'Career' mode.

Cheat	Code
Unlock Ashy Knucks	MECCA
Unlock Barry Sanders	MRBARRY
Unlock Bernardo Osuna	OSUNA
Unlock Chuck Zito	ZITO
Unlock Charles Hatcher	HATCHER
Unlock David Bostice	BOSTICE
Unlock David Defiagbon	DEFIAGBN
Unlock David Matini	DEMART
Unlock Jason Giambi	JGIAMBI
Unlock Joe Mes	BAILEY
Unlock John Botti	JBOTTI
Unlock Junior Seau	JRSEAU
Unlock Muhammad Ali	SBATISTE
Unlock Owen Nolan	OWNOLAN
Unlock Ray Austin	AUSTIN
Unlock Steve Francis	STEVEF
Unlock Trevor Nelson	NELSON

KYA: DARK LINEAGE

Enter the following cheats after pausing the game at any time.

Cheat	Code
Full health	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑

Shrink Jamgut **↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑**

Unlock bonus galleries

At the main menu, press **△, ↑, △, ↓, ↓, △, ←**. Keep repeating this code to unlock more galleries.

L

LARGO WINCH

Unlock 'Cheat' mode

At the main menu, press **△, △, △, △, △, △, △, △** to unlock a cheat menu containing 'Invisible' and 'Silent' options as well as a level select.

LA RUSH

Enter the following codes at any time during play.

Cheat	Code
All cars pimped	↑, ↓, ←, →, △, △
Extra \$5,000	↑, ↓, ←, →, △, △
Disable police	↑, ↓, ←, →, △, △
Always win street races	↑, ↓, ←, →, △, △
Unlimited nitro	↑, ↓, ←, →, △, △

LE MANS 24 HOURS

Enter the following codes as player names in 'Championship' mode, then return to the main menu.

Cheat	Code
Unlock all cars	ACO
Unlock all tracks	SPEEDY
Unlock all championships	NUMBAT
Unlock 'Le Mans' mode	WOMBAT
View credits	HEINEY

LEGACY OF KAIN: BLOOD OMEN 2

Unlock 'Cheat' mode

At the main menu, press **△, △, △, △, △, △, △, △** and then start a new game with the Soul Reaver and Iron Armour already obtained.

LEGACY OF KAIN: DEFIANCE

Pause the game at any time and then enter the following codes.

Cheat	Code
Invincibility	↑, ↓, ←, →, △, △, △, △
Full stats	↑, ↓, ←, →, △, △, △, △
All power-ups	↑, ↓, ←, →, △, △, △, △
All combo moves	↑, ↓, ←, →, △, △, △, △
Unlimited Reaver charge	↑, ↓, ←, →, △, △, △, △
All Dark Chronicles	↑, ↓, ←, →, △, △, △, △
All bonuses	↑, ↓, ←, →, △, △, △, △
'Cartoon' mode	↑, ↓, ←, →, △, △, △, △
'Wireframe' mode	↑, ↓, ←, →, △, △, △, △
'No texture' mode	↑, ↓, ←, →, △, △, △, △
Cardboard Reaver	↑, ↓, ←, →, △, △, △, △

LEGACY OF KAIN: SOUL REAVER 2

Unlock bonus materials

At the main menu, press **←, △, →, △, ↓, △, △, △**. A sound will confirm that the code has worked and you will now unlock all the bonus materials.

Fire Reaver

Pause the game at any time, hold **△** and then press **↓, △, △, ↑, →, △**.

LEGENDS OF WRESTLING

Unlock all wrestlers

At the main menu, press **↑, ↓, ↑, ↓, ←, →, ←, →, △, △, △, △**. Once the code has been entered, go to the 'Options' screen and save your options to keep the new characters unlocked.

LEGION: THE LEGEND OF EXCALIBUR

Enter the following codes at any time during play.

Cheat	Code
Unlock 1,000 of Arthur's soldiers	↑, ↓, ←, →, △, △, △, △
Unlock 1,000 of Gwenevere's soldiers	↑, ↓, ←, →, △, △, △, △
Restore health	↑, ↓, ←, →, △, △, △, △

LEGO RACERS 2

Enter the following codes where indicated.

Cheat	Code
Unlock Mars tracks	↑, ↓, ←, →, △, △, △, △
Play as a Martian	↑, ↓, ←, →, △, △, △, △

LEGO STAR WARS

Bonus characters

Enter one of the following codes at the diner to unlock the corresponding character for purchase in 'Free Play' mode.

Character	Code
Battle Droid	987UYR
Battle Droid (Commander)	EN11K5
Battle Droid (Geonosis)	LK42U6
Battle Droid (Security)	KF999A
Boba Fett	LA811Y
Clone	FBB4L6
Clone (Episode III)	ER33JN
Clone (Episode III, Pilot)	BHU72T
Clone (Episode III, Swamp)	N3T6P8
Clone (Episode III, Walker)	R56E25
Count Dooku	14PGMN
Darth Maul	H35TUX
Darth Sidious	A32CAM
Disguised Clone	VR832U
Droidika	DH382U
General Grievous	SF321Y
Geonosian	19D7NB
Gonk Droid	U6382A
Grievous' Bodyguard	ZTY392
Jango Fett	PL47NH
Ki-Adi Mundi	DP55MV
Kit Fisto	CB8954
Luminara	A725XA
Mace Windu (Episode III)	MS952L
Padmé	92UJ7D
PK Droid	R840JU
Princess Leia	BEQ82H
Rebel Trooper	L54YUK
Royal Guard	PP43JX
Shaak Ti	EUW862
Super Battle Droid	XZNR21

Extra options

Enter the following codes at the diner to unlock the corresponding option in the 'Extra Options' menu at the diner.

Cheat	Code
Silly Blasters	NR37W1
Classic Blasters	L449HD
Big Blasters	IG72X4
Brushes	SHRUB1
Tea cups	PUCEAT
Minikit detector	LD116B
Moustaches	RP924W
Purple	YD77GC
Silhouettes	MS999Q
Invincibility	4PR28U

LETHAL SKIES 2

Unlimited ammo

During play, just before you take off, press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**. A sound will confirm that the code has worked.

Enter any of the following codes at the main menu.

Cheat	Code
Unlock all planes	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock all campaign missions	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock all special missions	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock all side track missions	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock all dogfight missions	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock all trial training missions	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock all paint	△ , △ , △ , △ , △ , △ , △ , △ , △ , △

LMA MANAGER 2002

Enter any of the following codes as manager names.

Cheat	Code
More money	MINTED
Auto-select tactics	NO BRAINER
90% skill	AWESOME
Run faster	HYPERACTIVE
Aggressive players	WHO WANTS SOME
Win every game	RUN OF FORM
Buy any player	FANTASY
Fast stadium build	QUICK DRY
Quick healing	HEALING HANDS
Blind ref	MUST BE BLIND
Always sunny	SUN BURN
Always rainy	UMBRELLA

LMA MANAGER 2004

Enter the following codes at the 'Manager name input' screen.

Cheat	Code
Unlimited funds	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Stadium always full	LMA2004MA
Fast players	LMA2004AB
Players never age	LMA2004A
Toon sounds	LMA2004MB
Rainbow trails	LMA2004MC

LMA MANAGER 2005

Enter any of the following codes as manager names.

Cheat	Code
Quick healing injuries	LMA2005A
More money	LMA2005B
Moon ball	LMA2005MA
High-pitched sounds	LMA2005MB
Low-pitched sounds	LMA2005MC

LOONEY TUNES: BACK IN ACTION

Enter any of the following cheats on the 'Codes' screen.

Cheat	Code
Level select	PASSPORT
Invincibility	TOUGHAGE
Free costume doors	SUITSYOU
Show Gossamer Doors in the Warner studio	GOBBLE
Cannon ball costume	CANNON
Duck Danger costume	DANGERD
Hen grenades	HENSAWAY
Slappy fish	SLAPPY
ACME Shrink Ray	WEENY
Additional bucks	AMUNKEY
Duck Danger battle	OUTTAKE
Wile E. Coyote mini-game	FURRYOUS

LORD OF THE RINGS: THE TWO TOWERS

Pause the game at any time and then enter the following codes while holding **△** + **△** + **△** + **△**. The sound of a sword swiping will confirm that the codes have been entered correctly.

Cheat	Code
Restore health	△ , △ , △ , △
Restore ammo	△ , △ , △ , △
Gain 1,000 exp	△ , △ , △ , △
Level 2 skills	△ , △ , △ , △
Level 4 skills	△ , △ , △ , △
Level 6 skills	△ , △ , △ , △
Level 8 skills	△ , △ , △ , △
Invincibility	△ , △ , △ , △
Unlimited missiles	△ , △ , △ , △
Devastating attacks	△ , △ , △ , △
All combo upgrades	△ , △ , △ , △
Small enemies	△ , △ , △ , △
Slow motion	△ , △ , △ , △

LOTUS CHALLENGE

Unlock everything

Enter 'CRAIGSAYS' as a driver name to unlock all the cars and tracks.



MADAGASCAR

All power-ups

While playing, press **△**, **△**, **△**, **△**, **△** to instantly obtain all available power-ups.

Invincibility

While playing, press **△**, **△**, **△**, **△**, **△** to ensure you never die again!



MAX PAYNE 2: THE FALL OF MAX PAYNE

Unlock everything

During play, press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, then press **△** + **△** to return to the main menu. If you now select the 'New Game' option, all levels and modes will be unlocked.

Enter the following codes during play.

Cheat	Code
All weapons	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Infinite health	△ , △ , △ , △ , △ , △ , △ , △ , △ , △



1 To see a secret shrine to Miika Forsell (1983-2003), one of the game's developers, play through part one, chapter seven and you can find it after going out of the apartment window and using the window cleaning lift to go down. Go down as far as you can on the scaffolding and approach the window that you need to enter. Kill the guy inside and instead of going in through that window, jump onto the narrow ledge to the left and follow it out to the corner of the building – you will need to jump over a scaffold pole. Around the corner is another window that you can enter and this one contains the secret shrine to one of the dearly-departed developers. Be sure to pay it a visit and pay your respects (pictured).

Level select

While playing, press **△**, **△**, **△**, **△**, **△** to unlock all levels.

MADDEN NFL 07

Secret cards

Enter the following codes at the 'Cheats' screen to obtain the desired card. These cards can only be used for a half.

Card	Code
QB On Target (100% accuracy)	WROA0R
Mistake Free (no fumbles)	XL7SP1
Lame Duck (opponent lobs passes)	SLAW00

MANHUNT

Unlock 'God' mode

Complete the game under the 'Fetish' difficulty setting and then press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△** at the title screen. The message, 'God Mode' will appear at the bottom of the screen to confirm that the code has been entered correctly.

Cheat codes

You must complete the two stated levels with five stars on the 'Hardcore' difficulty setting to unlock both parts of the following codes. Only then can they be entered at the main menu.

Cheat/Levels complete	Code
Helium Hunters/Strapped	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
For Cash/View Of Innocence	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Invisibility/Trained	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
To Kill/Border Patrol	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Fully equipped/Drunk	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Driving/Graveyard Shift	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Monkey skin/Press	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Coverage/Wrong Side...	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Piggy skin/Key	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Personnel/Deliverance	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Rabbit skin/Kill the	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Rabbit/Divided They Fall	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Regenerate/Fuelled By	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Hate/Grounds For Assault	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Runner/Born	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Again/Doorway	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Silence/Road To Ruin/	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
White Trash	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Super Punch/Mouth	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Of Madness/Doing Time	△ , △ , △ , △ , △ , △ , △ , △ , △ , △

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

Select 'Options' at the 'Game Information' screen and then select 'Codes'. You can now enter any of the following codes for the desired effect. Simply repeat the code to disable the effects.

Cheat	Code
Level select	IPULATOR
Unlock all movies	DEXTERCROWLEY
Unlock all art	SIRULLY
Unlock all arenas	WORKBITCHES
Unlock all combat upgrades	DOGTAGS
All Black Book graffiti	SHARDSOFGLOSS
Unlock all characters	STATEYOURNAME
Unlock all legends	NINESIX
Maximum health	BABYLONTRUST
Unlimited health	MARCUSECKOS
Maximum skills	VANCEDALISTER
Unlimited skills	FLIPTHESCRIPT
All iPod songs	GRANDMACELIA

MARK OF KRI, THE

Enter the following codes at the 'Press Start' screen, then visit Sage in the back of the Inn and enter the 'Cheats' section to activate them.

Cheat	Code
Invincible	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Full health power	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlimited arrows	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Stronger opponents	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Weaker opponents	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Disable arena AI	△ , △ , △ , △ , △ , △ , △ , △ , △ , △

LORD OF THE RINGS: THE RETURN OF THE KING

Pause the game at any time, hold **△** + **△** + **△** + **△** and then enter one of the following codes. A sound will confirm that it has worked.

Cheat	Character	Code
+1000 experience points (once only)	Gimli	△ , △ , △ , △
+1000 experience points (once only)	Gandalf	△ , △ , △ , △
+1000 experience points (once only)	Merry	△ , △ , △ , △
+1000 experience points (once only)	Frodo	△ , △ , △ , △
+1000 experience points (once only)	Faramir	△ , △ , △ , △
+1000 experience points (once only)	Aragorn	△ , △ , △ , △
+1000 experience points (once only)	Sam	△ , △ , △ , △
+1000 experience points (once only)	Pippin	△ , △ , △ , △
+1000 experience points (once only)	Legolas	△ , △ , △ , △
Toggle Level 2 Skills	Merry	△ , △ , △ , △
Toggle Level 2 Skills	Aragorn	△ , △ , △ , △
Toggle Level 2 Skills	Sam	△ , △ , △ , △
Toggle Level 2 Skills	Gandalf	△ , △ , △ , △
Toggle Level 2 Skills	Pippin	△ , △ , △ , △
Toggle Level 2 Skills	Legolas	△ , △ , △ , △
Toggle Level 2 Skills	Gimli	△ , △ , △ , △
Toggle Level 2 Skills	Frodo	△ , △ , △ , △
Toggle Level 2 Skills	Faramir	△ , △ , △ , △
Toggle Level 4 Skills	Legolas	△ , △ , △ , △
Toggle Level 4 Skills	Aragorn	△ , △ , △ , △
Toggle Level 4 Skills	Merry	△ , △ , △ , △
Toggle Level 4 Skills	Sam	△ , △ , △ , △
Toggle Level 4 Skills	Gimli	△ , △ , △ , △
Toggle Level 4 Skills	Frodo	△ , △ , △ , △
Toggle Level 4 Skills	Gandalf	△ , △ , △ , △
Toggle Level 4 Skills	Pippin	△ , △ , △ , △
Toggle Level 4 Skills	Faramir	△ , △ , △ , △
Restore Missiles (once only)	Gimli	△ , △ , △ , △
Restore Missiles (once only)	Merry	△ , △ , △ , △
Restore Missiles (once only)	Pippin	△ , △ , △ , △
Restore Missiles (once only)	Gandalf	△ , △ , △ , △
Restore Missiles (once only)	Aragorn	△ , △ , △ , △
Restore Missiles (once only)	Faramir	△ , △ , △ , △
Restore Missiles (once only)	Legolas	△ , △ , △ , △
Restore Missiles (once only)	Frodo	△ , △ , △ , △
Restore Missiles (once only)	Sam	△ , △ , △ , △
Toggle 3 Hit Combo	Gandalf	△ , △ , △ , △
Toggle 3 Hit Combo	Aragorn	△ , △ , △ , △
Toggle 3 Hit Combo	Frodo	△ , △ , △ , △
Toggle 3 Hit Combo	Faramir	△ , △ , △ , △
Toggle 3 Hit Combo	Legolas	△ , △ , △ , △
Toggle 3 Hit Combo	Sam	△ , △ , △ , △
Toggle 3 Hit Combo	Gimli	△ , △ , △ , △
Toggle 3 Hit Combo	Pippin	△ , △ , △ , △
Toggle 3 Hit Combo	Merry	△ , △ , △ , △
Unlock Secret Character (once only)	Frodo	△ , △ , △ , △
Toggle co-op experience share	Any	△ , △ , △ , △

MARVEL NEMESIS: RISE OF THE IMPERFECTS

Enter any of the following codes at the 'Cheats' screen.

Cheat	Code
Electra bonus swimsuit card	THEHAND
Solara bonus swimsuit card	REIKO
Storm bonus swimsuit card	MONROE
All Fantastic Four comics	SAVAGELAND
All Tomorrow People comics	NZONE

MASHED

Unlock everything

At the main menu, press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△** to unlock all the extra features in the 'Bonus Features' menu.

MASHED: FULLY LOADED

Unlock everything

At the main menu, press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△** to unlock all the extra features in the 'Bonus Features' menu.

MAT HOFFMAN'S PRO BMX 2

Enter the following codes at the 'Press Start' screen.

Cheat	Code
Perfect balance	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Invisible bikes	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Fiery hands	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Full adrenaline meter	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Level select	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock Boston in 'Road Trip'	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock Chicago in 'Road Trip'	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock Las Vegas in 'Road Trip'	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock Los Angeles in 'Road Trip'	△ , △ , △ , △ , △ , △ , △ , △ , △ , △
Unlock New Orleans in 'Road Trip'	<

NEED FOR SPEED UNDERGROUND 2

When the words 'Press Start' appear at the title screen, enter the following codes.

Cheat	Code
Best Buy vinyl	↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Burger King vinyl	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Open contest vinyls	↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Starting bonus	←, →, →, →, →, →, →, →
Extra money	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Capone Hummer H2	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Nissan Skyline	↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
D3 GT0	↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Chingy Navigator	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
ShineStreet Lexus IS300	↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓
All circuit tracks	↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
Level 2 performance parts	↑, ↑, ↑, ↑, ↑, ↑, ↑, ↑
Level 2 visual parts	↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓

NFL 2K2

Unlimited cap limit in 'Franchise' mode
Pause the game at any time in 'Franchise' mode, then hold **△** + **△** and press **←**, **←**, **→**, **→**, **△**, **△**, **△**, **△**, **△**, **△**. A message will confirm that the code has worked.

NFL STREET

Enter the following codes as case-sensitive names in 'Quick Game' mode.

Cheat	Code
All stadiums	Travel
NFL Legend team	Classic
Kayslay team	KaySlay
X-ecutioner team	Excellent
AFC East All-star team	AE3278
AFC North All-star team	AN6789
AFC South All-star team	AS6884
AFC West All-star team	AW9378
NFC East All-star team	NE3278
NFC North All-star team	NN6789
NFC South All-star team	NS9378
NFC West All-star team	NW9378

NFL STREET 2

Enter the following codes as case-sensitive names in 'Quick Game' mode.

Cheat	Code
Max catch	MagnetHands

SECRET SUITS!



ONIMUSHA: DAWN OF DREAMS

Secret Street Fighter costume codes

To enter these codes, select 'Special' from the main menu, input the codes, select the costume and then return to the main menu.

Cheat	Code
Roberto's Guile costume	←, △, →, ←, △, △, △, △, △, △
Tenkai's Ken costume	△, △, △, △, △, △, △, △, △, △
Ohatsu's Chun-Li costume	△, △, △, △, △, △, △, △, △, △
Jubei's Cammy costume	△, △, △, △, △, △, △, △, △, △
Soki's Ryu costume	△, △, △, △, △, △, △, △, △, △

'Ants' mode	RuinedPicnic
'All chains' mode	Trick3dOut
No first downs	NoChains
Max speed	GottaBDShoes
Max tackle	BlastTackle
Unlimited turbo	NozBoost
Gargantuan players	BIGSmash
Tiny players	Shrunken
Random size	SignsMatters
Big ball	BIGPig
EA field	EAField
Gridiron field	GRIDIRONPRK
Team Reebok	Reebok
Team Xzibit	TeamXzibit
No textures	BloomingGroup

NHL 2K3

'Big head' mode
Select the 'Credits' option from the main menu and then press **△**, **△**, **△**, **△**.

NHL 2K6

Unlock everything
Start the game as normal, then at the main menu, select 'Options', then 'Manage Profiles'. Once in the 'Manage Profiles' screen, press **r** and you will see a new option called 'Create New Profile'. Select this and enter your name as 'Turco813' to unlock the lot.

NIGHTMARE BEFORE CHRISTMAS, THE

Level select
To unlock all the levels, simply press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△** at the title screen.

Enter the following codes during play.

Cheat	Code
Invincibility	→, ←, △, △, △, △, △, △
Extra costumes	↓, ↑, →, ←, △, △

NO ONE LIVES FOREVER

Mission select
At the main menu, highlight the 'Load Game' option, hold **△** + **△** and then press **△** to enter the secret 'Select Mission' screen.



ONI

Master code
During play, press **△**, highlight 'Help'

and the press **△**, **△**, **△**, **△**, **△**, **△**. Now you can enter any of the following codes, but ensure that this master code is entered before each sub-code.

Cheat	Code
Unlimited health	△, △, △, △, △, △
Unlimited ammo	△, △, △, △, △, △
Ballistic ammo	△, △, △, △, △, △
One-hit kills	△, △, △, △, △, △
Level skip	△, △, △, △, △, △
Tiny characters	△, △, △, △, △, △
Big characters	△, △, △, △, △, △
'Big head' mode	△, △, △, △, △, △
'Fist of Legend' mode	△, △, △, △, △, △
Gatling guns	△, △, △, △, △, △
Unlimited Phase Cloak	△, △, △, △, △, △

OUTLAW GOLF 2

Enter the following codes as case-sensitive names when creating a golfer.

Cheat	Code
Unlock everything	I Have No Time
Unlock all characters	release all golfers
Unlock all clubs	release all clubs
Unlock all courses	release all courses
Harder tour	Iron Man 93
Easier tour	Mr. Chicken 93

Enter the following codes during play while holding **△**.

Cheat	Code
Perfect shots	△, △, △, △, △, △
Big heads	△, △, △, △, △, △
Big chests	△, △, △, △, △, △
Bouncy balls	△, △, △, △, △, △
Sticky balls	△, △, △, △, △, △
Big balls	△, △, △, △, △, △
Small balls	△, △, △, △, △, △
Unlimited tokens	△, △, △, △, △, △

OUTRUN 2006: COAST 2 COAST

To enter these two codes you will need to press **△** at the main menu to edit a license and then enter them both as case-sensitive names. Then, and here comes the twist, you need to select 'No' when prompted to confirm the names.

Cheat	Code
100% completion	ENTIRETY
One million OutRun miles	MILESANDMILES

OVER THE HEDGE:

To enter the codes, just press **△** to pause the game at any time and then hold **△** + **△** while entering them.

Cheat	Code
Level select	△, △, △, △, △, △
Mini-games	△, △, △, △, △, △
All moves	△, △, △, △, △, △
Power golf	△, △, △, △, △, △
More HP	△, △, △, △, △, △
Damage	△, △, △, △, △, △
Comic #14	△, △, △, △, △, △
Comic #15	△, △, △, △, △, △



PAC-MAN WORLD 3

Level select
Quickly press **←**, **←**, **→**, **→**, **△**, **△** at the main menu to unlock all of the levels and 3D maze mini-games.

PARAPPA THE RAPPER 2

'Shuriken' mode
When choosing a stage, hold **△** + **△** and shurikens will replace standard buttons during a song. If you hold **△** + **△** then you'll get a fast start.

PARIS-DAKAR RALLY

Enter the following codes as driver names.

Cheat	Code
Unlock everything	CRUNCHYFROG
Unlock all cars	ILUMBERJACK
Unlock all tracks	DEADPARROT



PRINCE OF PERSIA: THE TWO THRONES

The following codes can be entered after pressing **△** to pause the game at any time during play. However, all of the codes except for the 'Swordfish' must be entered after you have completed the game on the corresponding difficulty level.

Cheat	Code
Swordfish weapon	↑, ↑, ↓, ↓, ←, →, ←, →, △, △, △, △
Baby rattle weapon (Easy)	←, ←, →, →, △, △, △, △, ↑, ↓
Phone weapon (Normal)	→, ←, →, ←, ↓, ↓, ↑, ↑, △, △, △, △
Chainsaw weapon (Hard)	↑, ↓, ↑, ↓, ←, →, ←, →, △, △, △, △

All paint jobs

ASHRUBERRY

←, ←, →, → to unlock all levels.

PIRATES: LEGEND OF THE BLACK KAT

Enter the following codes during play while holding **△** + **△**.

Cheat	Code
Invincibility for Katarina	△, △, △, △, △, △
Invincibility for Wind Dancer	△, △, △, △, △, △
Reveal buried treasure chests	△, △, △, △, △, △
Reveal treasure chest	△, △, △, △, △, △
All chest keys	△, △, △, △, △, △
Wind Dancer	△, △, △, △, △, △
Unlimited items	△, △, △, △, △, △
Extra gold	△, △, △, △, △, △
Unlimited wind boost	△, △, △, △, △, △

PITFALL: THE LOST EXPEDITION

Enter the following codes at the title screen while holding **△** + **△**.

Cheat	Code
'Hyper punch' mode	←, →, ↑, ↓, ↑, ↓, ↑, ↓
'Bottomless canteen' mode	△, △, △, △, △, △
Global slow motion	△, △, △, △, △, △
Play as Nicole	←, ↑, ↓, ↓, ↑, ↑, ↑, ↑
Play as retro Harry	△, ←, ↓, ↓, △, △
Classic Pitfall 1	△, △, △, △, △, △
Classic Pitfall 2	△, △, △, △, △, △

POOL MASTER

View paths

At the title screen, press **↑**, **△**, **↓**, **△**, **→**, **△**, then set the 'Guideline Detail' to high. The object ball will now have a red line coming from it while the cue ball's path will be displayed in white.

All opponents defeated

Enter 'MEGABYTE' as a password to be an instant champ.

PORTAL RUNNER

Level skip

Pause the game during play and then hold **△** and press **△**, **←**, **△**, **→**, **△**, **△**.

Full health

Pause the game during play and then hold **△** and press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△** to top up your health.

All FMV sequences

At the main menu, hold **△** and press **←**, **→**, **↓**, **↑**, **↓**, **△**, **△**, **△**, **△**, **△** to unlock all FMV in the 'Movies' section. You will also unlock the 'Extras' menu.

PREMIER MANAGER 2002

Unlimited funds

Go to the 'Manager name selection' screen and then press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**. You should hear the sound of money dropping to confirm that the code has worked. When you get the managerial job at the selected club, if you go to the 'Finances' screen, the fund available should now be unlimited. Enter the following codes as manager names for instant cheesiness!

Cheat	Name
Extra money	CENBARTER
Never get sacked	NOBBY
Players always accept trade offers	BOBO
Clubs always accept you	ADYW

Enter the following codes during a match.

Cheat	Code
More chance of winning	△ + △ + △
More chance of losing	△ + △ + △
Match ends in a draw	△ + △ + △
Cancel all codes	△ + △ + △

PREMIER MANAGER 03/04

Opposing team cannot score

Enter the 2D match view screen, highlight the 'Match View' tab and then press the **△** button 15 times. The text will turn green to confirm that the code has worked. Now try these similar codes.

Cheat	Number of △ presses
You team cannot score	25
Both teams cannot score	20
Disable all codes	10

PRIMAL

Unlock code menu

At the main menu, hold **△** + **△** + **△** + **△** until the 'Code Entry' screen appears. Highlight one of the 'A' letters in a code and then hold **△** and press **←** or **→**.

change it. Press the **Ⓢ** button to accept a completed code and **Ⓢ** to exit the screen. Now enter any of the following codes.

Cheat	Code
Invulnerability	DEMONISE
Solum scenes	SNOWFLIGHT
Aquis scenes	CHARYBDIS
Aetha scenes	FLINTLOCK
Volca scenes	SUNSTONE
Tarot gallery	ARCANUM
Eays kill	MORTIFIC
Bonus A	SEABREEZE
Bonus B	AURORA
Bonus C	PSYCHOSIS
Bonus D	MIRRORY
Bonus E	ASCENDENT

PRINCE OF PERSIA: SANDS OF TIME

3D Classic level
Start a new game and stay on the balcony, then hold **Ⓢ** and quickly press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**. You will now enter a level of the original *Prince Of Persia* game redone in full 3D. Please note that there is no end to this level.

PRISONER OF WAR

Enter the following codes as case-sensitive passwords.

Cheat	Code
Unlock all levels	ger1eng5
Unlock no levels	defaultm
Unlock all daily events	alltimes
Unlock all core events	coretimes
Current core events	farleymydog
Fire-person view	Boston
Overhead view	Foxy
Unlimited money	Dino
Change guard size	Muffin
Change guard awareness	Quincy
Cannot be shot	Fatty
View completion date	Dt
Toggle in-game saves	Togsavacan
Display barracks officer	Joe

PROJECT EDEN

'Cheat' mode
Press **Ⓢ** at any time during play to display the 'Team' menu. Then hold **Ⓢ**, press the left analogue stick up and then rotate it clockwise three times before immediately rotating it anti-clockwise three times (make sure **Ⓢ** is held down at all times). You should now notice that a new icon has appeared under the log icon in the lower right-hand corner of the screen. Highlight this icon and press **Ⓢ** to bring up the cheat menu.

PRYZM: THE DARK UNICORN

Unlock everything
Start a new game and then enter 'SUPREMACY' as a name to unlock absolutely everything.

Level skip
At any time during play, press **←**, **→**, **←**, **→**, **↑**, **↓**, **↑**, **↓** to skip to the next level.

PSI-OPS: THE MINDGATE CONSPIRACY

'Cheat' mode
To enter the following codes, highlight the 'Extra Content' option and then press **Ⓢ**. When the virtual keyboard appears, enter one of the following codes and then choose the 'Mission Select' option in the same menu and start the game through that to begin with the desired cheats selected.

Cheat	Code
All powers	537893
Super Psi	456456
Unlimited ammo	978945
Bulletproof	548975
No head	987978

'Arcade' mode	05051979
'Co-op' mode	07041979
'Survival' mode	7734206
'Dark' mode	465486
'Aura Pool' bonus mission	659785
'Floor of Death' bonus mission	05120926
'Bottomless Pit' bonus mission	154897
'Bouncy Bouncy' bonus mission	568789
'Gear Gauntlet' bonus mission	154684
'Gnomotron' bonus mission	456878
'Gosoline' bonus mission	9442662
'Panic Room' bonus mission	76635766
'Psi Pool' bonus mission	565485
'Stop Lights' bonus mission	945678
'Tip The Idol' bonus mission	428584
'TK Alley' bonus mission	090702
'Up And Over' bonus mission	020615
'Burnt Soldier' skin	454566
'Clown General' skin	431644
'Dockworker' skin	364654
'Dragon Wei Lu' skin	978789
'Edgar Barret' skin	497878
'General' skin	459797
'Jack' skin	698798
'Jov Leonov' skin	468987
'Komiko' skin	978798
'Labcoat' skin	998789
'Marlena Pyro' skin	489788
'Marlena Pyro bikini' skin	135454
'Marlena Pyro leather' skin	135454
'MP1' skin	321646
'MP2' skin	698799
'MP3' skin	654659
'Psi Sara' skin	468799
'Sara' skin	135488
Saranae	65496873
'Scorpion' skin	546546
'Stealth Nick' skin	456498
'Suicide Sara' skin	678999
'Tonya' skin	136876
'Urban Nick' skin	484646
'Wasteland Nick' skin	975466

RAGING BLADES

'Cheat' mode
When the 'PCCW Japan' logo is displayed, hold **Ⓢ** and rotate the right analogue stick until you hear a sound. You will now unlock everything.

RAINBOW SIX: RAVEN SHIELD, TOM CLANCY'S

Custom mission map select
Press **Ⓢ** at the main menu to enter a new menu containing 'Campaign', 'Custom Mission' and 'Split Screen', then press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**. You will now unlock all maps in 'Custom Mission' mode.

RALLY CHAMPIONSHIP

Enter the following codes as names in the 'Player Setup' menu. After selecting 'OK', you can input another code.

Cheat	Code
All Quick Race stages	worldrally
All normal cars	scallies
All classic cars	gonein60
More Arcade classes	freeplay
More money	bonuspool

RAMPAGE: TOTAL DESTRUCTION

Hold **Ⓢ** + **Ⓢ** at the main menu to display the code entry screen, then enter any of the following six-digit codes. A sound will confirm that the codes have worked.

Cheat	Code
Unlock all monsters and levels	141421
Unlock all levels	271828
One-hit destruction	071767
Invincibility	986960
All power upgrades	011235
'Demo' mode	082864
'Instant Demo' mode	874098
View opening sequence	667300
View ending sequence	667301
View credits	667302
Display game version	314159
Disable all codes	000000

RATCHET AND CLANK

Combo cheats
Complete the game and then quickly execute one of the following combos as Ratchet during play in the next game. The cheats will be accessible from the 'Goodies' menu when the game is paused.

Temporary invincibility
Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4).

Mirrored levels
Flip Left (x4), Multi-Strike, Hyper-Strike, Flip Right (x4), Double Jump, Crouch.

'Big head' mode (Clank)
Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

'Big head' mode (enemies)
Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

Max charge dose
Full blue power
Full red power
Full yellow power

Museum passwords
Go to R's Museum and enter the following passwords for the desired exhibit.

Exhibit	Password
Lady Love ship (#3)	4170 4170
Strider ship (#24)	5050 1060
Mr Heli ship (#59)	5959 5959
Curtain Call ship (#100)	9910 0101

'Big head' mode (NPCs)

Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet Strike, Hyper-Strike.

'Big head' mode (Ratchet)

Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

RATCHET AND CLANK: GOING COMMANDO

More weapons
Insert a memory card with a completed game file from the first *Ratchet And Clank* game on to get a weapons boost.

RATCHET AND CLANK: UP YOUR ARSENAL

Play as Dan
Connect online with the game and then press **Ⓢ** at the 'Select Login Username' screen. Select the 'Edit Profile' option then hold **Ⓢ** and press **←**, **→**, **←**, **→**, **←**, **→**.

Play as Nefarious
Connect online with the game and then press **Ⓢ** at the 'Select Login Username' screen. Select the 'Edit Profile' option then hold **Ⓢ** and press **↑**, **↑**, **↑**, **←**, **→**, **↑**, **↑**.

RAYMAN M

Enter the following codes as names, then press **Ⓢ** + **Ⓢ** + **Ⓢ** to accept them.

Cheat	Code
Unlock all characters	PUPPETS
Unlock all levels	ALLRAYMANN
Unlock all 'Battle' levels	ALLFISH
Unlock all 'Race' levels	ALLTRIBES
All 'mode one' levels	FIELDS
All 'mode one Battle' levels	ARENAS
All 'mode one Race' levels	TRACKS
Unlock all skins	CARNIVAL
Old-style screen	OLDTV
'3D' Mode	3DVISION

RAYMAN 2: REVOLUTION

'Cheat' mode
Go to any map (except for the first) and then enter the 'Options' menu. Select 'Sound', highlight 'Mute' and then hold **Ⓢ** + **Ⓢ** and press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**.

Secret multi-player maps
Go to the first map and enter the 'Options' screen. Select 'Language', then 'Voices' and then highlight the 'Raymanian' option. Hold **Ⓢ** + **Ⓢ** and press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**.

RC REVENGE PRO

Enter any of the following codes at the main menu.

Cheat	Code
Unlock all cars	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
All tracks	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Unlock next cup	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

READY 2 RUMBLE BOXING: ROUND 2

Enter the following codes at the 'Character Select' screen.

Cheat	Code
Unlock everything	←, →, ←, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Unlock all characters	←, →, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Champion costumes	←, ↓, →, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Holiday costumes	←, ↓, →, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
All training	←, ↓, →, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Thin boxer	→, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Fat boxer	→, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Undead boxer	←, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Big heads	→, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Big gloves	←, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Faster speed	→, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Final match	Ⓢ, ↓, →, ↑, Ⓢ, Ⓢ, Ⓢ, Ⓢ

RED FACTION

Enter the codes at any time during play while holding **Ⓢ** + **Ⓢ** + **Ⓢ** + **Ⓢ**.

Cheat	Code
Full health	Ⓢ, ↑, ←, ↓, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
All weapons	Ⓢ, ↓, ↓, ↓, ↓, ↓, ↓, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ
All bonuses	→, ←, →, ↑, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

RED FACTION 2

Enter these codes at the 'Cheats' screen.

Cheat	Code
Unlock everything	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Unlock all options	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Level select	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Super health	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Unlimited ammo	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Unlimited grenades	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Rapid rails	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Bouncy grenades	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Gibby explosions	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
'Fat' mode	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Director's cut	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Walking dead	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

REIGN OF FIRE

Enter any of the following codes at the main menu.

Cheat	Code
Level select	↑, ←, Ⓢ, Ⓢ, Ⓢ, Ⓢ, ↓, ↑, Ⓢ
Level skip	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Invincibility	Ⓢ, Ⓢ, →, ←, Ⓢ, Ⓢ, ↑, ↓, Ⓢ, Ⓢ
Extra damage	Ⓢ, Ⓢ, →, Ⓢ, Ⓢ, ↑, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Burn everything	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
'Goat' mode	Ⓢ, Ⓢ, →, ←, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

RESERVOIR DOGS

Select 'Cheats' from the 'Extras' menu and then enter any of the following codes. After you have finished entering the code, press **Ⓢ** to make the cheat appear in the list.

Cheat	Code
All levels	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
All art	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
All movies	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Inf. ammo	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Inf. health	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Inf. timer	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Adrenaline	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Magic bullet	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
battering ram	Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

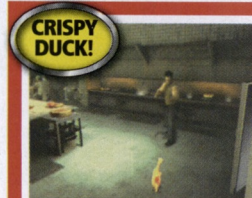
RICHARD BURNS RALLY

Unlock everything
Enter 'CAJUN' as a name to unlock all cars and rallies.

ROADKILL

Enter the following codes after pausing the game and highlighting the 'Map' option.

Cheat	Code
Instant weapon power-ups	Ⓢ, Ⓢ, Ⓢ, Ⓢ



RISE TO HONOUR

Play as a duck
Complete the game and return to the main menu, then hold **Ⓢ** + **Ⓢ** and press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**. You can now play as a roast duck (pictured).

PowerStation 115

SILPHEED: THE LOST PLANET

Unlock all weapons
Enter 'GLOIRE' as a name.

SIMPSON'S: HIT & RUN, THE

Enter the following codes by holding **LT** + **RT** at the 'Options' screen.

Cheat	Code
Instant explosions	△, △, △, △, △
Fast cars	△, △, △, △, △
Very fast cars	△, △, △, △, △
All bonus cars	△, △, △, △, △
Red brick car	△, △, △, △, △
Invincibility	△, △, △, △, △
Super jumps	△, △, △, △, △
Disable speedo	△, △, △, △, △
Grid view	△, △, △, △, △
Alternate views	△, △, △, △, △
Psychedelic view	△, △, △, △, △
Phased view	△, △, △, △, △
Alternate credits audio	△, △, △, △, △

Date-sensitive Easter Eggs

Change the internal PS2 system date to one of the following to see special effects.

Date	Theme
01/01	New Year's
31/10	Halloween
25/12	Christmas

Hidden Itchy & Scratchy cartoon

Collect every card in the game and then go to Lisa's level. Head to the Android's Dungeon and talk to the Comic Book Guy to buy a ticket for the cartoon. Then head to Azteck Theatre to watch it.



SIMPSON'S SKATEBOARDING, THE

Enter the following codes at the character select screen while holding **LT** + **RT** + **START**.

Cheat	Code
All boards	△, △, △, △, △
Level select	△, △, △, △, △
Get \$99	△, △, △, △, △
All skaters	△, △, △, △, △
Fuzzy skaters	△, △, △, △, △
Big head Homer	△, △, △, △, △
Underwear Homer	△, △, △, △, △
Big head Bart	△, △, △, △, △
Gangsta Bart	△, △, △, △, △
Demon Marge	△, △, △, △, △
Big head Lisa	△, △, △, △, △
Gangsta Lisa	△, △, △, △, △
Big head Nelson	△, △, △, △, △
Ballerina Nelson	△, △, △, △, △
Sunglasses Otto	△, △, △, △, △
Big head Fink	△, △, △, △, △
Groovy Fink	△, △, △, △, △
Suited Krusty	△, △, △, △, △
Big head Wiggum	△, △, △, △, △
Man eater Wiggum	△, △, △, △, △

SIMS, THE

Unlocking 'Cheat' mode

Press **LT** + **RT** + **START** at the main menu to unlock the 'Cheats' menu, then enter any of the following codes while in the 'Cheats' menu.

Unlock everything

Enter 'MIDAS' at the 'Cheat' menu then start a game in 'Get a life' mode. Get into the hot tub with a girl, then pause the game, select 'Quit', followed by 'Just Quit' and you'll unlock all two-player games, all locked objects and all locked skins.

Cheat	Code
Unlock 'Free' mode	FREEALL
Unlock 'Party Motel' mode	PARTY M
Unlock 'The Sims' mode	SIMS
First-person view	FISH EYE

THE SIMS 2

Press **LT**, **RT**, **START**, **△**, **○** during play to make the Cheat Gnome appear and then enter any of the following codes. When you enter a new code you can enable the effects by selecting the Cheat Gnome and then picking the 'Interaction/Location' option.

Cheat	Code
Get 9,999 Simoleons	△, △, △, △, △
Full motives	△, △, △, △, △
All lots unlocked	△, △, △, △, △
Advance time by six hours	△, △, △, △, △
Set skill level	△, △, △, △, △
All objects unlocked	△, △, △, △, △
All recipes unlocked	△, △, △, △, △
All fashions unlocked	△, △, △, △, △
Horn radio	△, △, △, △, △
Development team picture (enter at the title screen)	△, △, △, △, △
Unknown code (enter during play)	△, △, △, △, △

SIMS: BUSTIN' OUT, THE

Unlocking 'Cheat' mode

At any time during play, quickly press **RT**, **LT**, **START**, **△**, **○** and a Sim voice will say something to confirm that the code has worked. A blue gnome should now appear in the house that your Sim is in. Your Sim will get a phone call each day to receive Simoleons and this will happen in any house that your Sim is in (except Mom's). To get the Simoleons in other houses, force the Sim that is hosting you to answer the phone by walking near to it.

With 'Cheat' mode unlocked, you can now enter any of the following cheat codes during play.

Cheat	Code
All socials unlocked	△, △, △, △, △
All objects unlocked	△, △, △, △, △
All locations unlocked	△, △, △, △, △
All skins unlocked	△, △, △, △, △
Team picture	△, △, △, △, △

Raise motives

With the 'Cheat' mode unlocked, press **START** to pause the game and quickly press **RT**, **LT**, **START**, **△**, **○**. Then select the gnome and choose the 'Fix Motives' option to raise your motives. Repeat the code to disable it.

Extra money

With the 'Cheat' mode unlocked, press **START** to pause the game and quickly press **RT**, **LT**, **START**, **△**, **○**. Then select the gnome and choose the 'Give Money' option to receive 10,000 Simoleons. Repeat the code to disable it.

SKY GUNNER

Change frame rate

At the title screen, press **△**, **○**, **START**, **△**, **○**, **START**, **△**, **○** to unlock an option to set the processing mode (frame rate) to variable or uniform.

SLAM TENNIS

Play a 'Challenge' game and get a high score, then enter one of the following codes as your initials at the 'High Score' screen to activate the corresponding cheat option at the 'Codes' menu in 'Options'.

Cheat	Code
Big heads	1BH
'Crazy' mode	5CM
Level stats	3ES
Infinite special	4IS
Time of day	2TD
Unlock kits	7UK
Unlock players	6UP
Unlock courts	8US
Unlock all cheats	9AC

SLED STORM

Enter the following cheats by holding **LT** + **RT** at the 'Press Start' screen.

Cheat	Code
Unlock everything	△, △, △, △, △
All characters	△, △, △, △, △
All sleds	△, △, △, △, △
Hover sled	△, △, △, △, △
All tracks	△, △, △, △, △

SLY 2: BAND OF THIEVES

Press **START** to pause the game and then enter the following cheats.

Cheat	Code
Tom gadget	△, △, △, △, △
Time Rush gadget	△, △, △, △, △
Mega Jump gadget*	△, △, △, △, △
Advance to Episode 1	△, △, △, △, △
Advance to Episode 2	△, △, △, △, △
Advance to Episode 3	△, △, △, △, △
Advance to Episode 6	△, △, △, △, △
Advance to Episode 7	△, △, △, △, △
Advance to Episode 8	△, △, △, △, △
Restart current Episode	△, △, △, △, △
Tutorial Episode	△, △, △, △, △
Mega Bomb for Bentley	△, △, △, △, △

* You must complete the game 100 per cent before this code can be used.

SMUGGLER'S RUN

Enter the following cheats by pausing the game at any time. A sound will confirm that they have worked.

Cheat	Code
Invisibility	△, △, △, △, △
Lighter cars	△, △, △, △, △
No gravity	△, △, △, △, △
Increase time warp	△, △, △, △, △
Decrease time warp	△, △, △, △, △

SMUGGLER'S RUN 2: HOSTILE TERRITORY

Enter the following cheats by pausing the game at any time. A sound will confirm that they have worked.

Cheat	Code
Transparent car	△, △, △, △, △
Invisible car	△, △, △, △, △
Lighter cars	△, △, △, △, △
No gravity	△, △, △, △, △
Increase time warp	△, △, △, △, △

Decrease time warp

With the 'Cheat' mode unlocked, press **START** to pause the game and quickly press **RT**, **LT**, **START**, **△**, **○**. Then select the gnome and choose the 'Fix Motives' option to raise your motives. Repeat the code to disable it.

SNIPER ELITE

Enter the following codes as profile names.

Cheat	Code
Exploding bullets	Panzer
Silent sniper bullets	Stealth
Exploding rats	Ratbomb

SNK VS CAPCOM: SVC CHAOS

Enter the following codes while holding **START** on the title screen.

Cheat	Code
Unlock Mars Alien	△, △, △, △, △
Unlock Geese	△, △, △, △, △
Unlock Goenitz	△, △, △, △, △
Unlock Evil Iori	△, △, △, △, △
Unlock Dan	△, △, △, △, △
Unlock Demetri	△, △, △, △, △
Unlock Violent Ken	△, △, △, △, △
Unlock Zero	△, △, △, △, △

SOCOM 3

Display coordinates

Pause the game at any time and then press **△**, **○**, **START**, **△**, **○**, **START**, **△**, **○**. Resume playing and your current coordinates will be displayed in the bottom right-hand corner.

SOLDIER OF FORTUNE

Press **START** during play and then enter any of the following codes.

Cheat	Code
Invincibility Hold	△, △, △, △, △
Full ammo Hold	△, △, △, △, △
Heavy weapons Hold	△, △, △, △, △
Hand-to-hand weapons	△, △, △, △, △
Default weapons	△, △, △, △, △
No clipping	△, △, △, △, △
No target	△, △, △, △, △
Invisibility	△, △, △, △, △
No gravity	△, △, △, △, △

SPACE CHANNEL 5

Auto pilot

At any time during play, hold **LT** + **RT** and press **△**, **○**, **START**, **△**, **○**, **START**, **△**, **○**. A sound will confirm that the code has worked and the game will now control itself.

SPACE RACE

Unlock everything

Select the 'Cheats' menu and enter 'MADAESAN' as a code to unlock all racers, tracks and other assorted cheats.

SPACE INVADERS: INVASION DAY

Unlock original Space Invaders

When the words 'Press Start' appear on the title screen, hold **LT** + **RT** and press **△** + **○** to unlock the classic original Space Invaders game.

SPARTAN: TOTAL WARRIOR

To unlock every stage in 'Single Mission Replay' mode, highlight 'Extras' on the main menu and then press **△**x11, **○**x7 and **START**.

SPAWN ARMAGEDDON

Press **START** to pause the game at any time and then enter any of the following codes.

Cheat	Code
Unlimited ammo	△, △, △, △, △

All weapons

With the 'Cheat' mode unlocked, press **START** to pause the game and quickly press **RT**, **LT**, **START**, **△**, **○**. Then select the gnome and choose the 'Fix Motives' option to raise your motives. Repeat the code to disable it.

SPEED KINGS

Enter the following codes as player names.

Cheat	Code
Unlock everything	borkbork
Gold on tests	.test9
Win all six meets	.meet6
New races and riders	.meet4
GP completed	.prix
'Mirror' mode	.prix3
Best laps	.lapt18

SPIDER-MAN: THE MOVIE

Go to the 'Specials' menu and enter the following codes.

Cheat	Code
Unlock everything	ARACHNID
All fighting controls	KOALA
Unlimited webbing	ORGANICWEBBING
Level select	IMIARMAS
Level skip	ROMITAS
Bonus training levels	HEADEXPLODY
Play as Mary Jane	GIRLNEXTDOOR
Play as The Shocker	HERMANSCHULTZ
Play as Scientists	SERUM
Play as Policeman	REALHERO
Play as Pilot	CAPTAINSTACEY
Play as Thug	KNUCKLES
Play as Uncle Ben's Killer	STICKYRICE
Play as Shocker's Thug	THUGSRUS
Bullet-time attacks	DODGETHIS
Goblin costume	FREAKOUT
Small Spidey	SPIDERBYTE
Big Head Spidey	GOESTOYOURHEAD
Big head enemies	JOELSPeanuts
First-person view	UNDERTHEMASK
Unlimited Goblin power	CHILLOUT

SPIDER-MAN 2

Go to the 'Specials' menu and enter the following codes.

Cheat	Code
Unlock everything	ARACHNID
All fighting controls	KOALA
Unlimited webbing	ORGANICWEBBING
Level select	IMIARMAS
Level skip	ROMITAS
Bonus training levels	HEADEXPLODY
Play as Mary Jane	GIRLNEXTDOOR
Play as The Shocker	HERMANSCHULTZ
Play as Scientists	SERUM
Play as Policeman	REALHERO
Play as Pilot	CAPTAINSTACEY
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Bullet-time attacks	DODGETHIS
Goblin costume	FREAKOUT
Small Spidey	SPIDERBYTE
Big Head Spidey	GOESTOYOURHEAD
Big head enemies	JOELSPeanuts
First-person view	UNDERTHEMASK
Unlimited Goblin power	CHILLOUT

SPIDER-MAN 2

Secret save

Load up the game without a memory card in your machine and then enter 'HCRAYERT' as name and select 'Enter'. The letters will then disappear and you'll be able to input another profile name. Select 'Enter' again and you'll start at the beginning of chapter 16 with 40% completion, 201,000 hero points and more!

SPLASHDOWN

Unlock 'Cheat' mode

Select 'Options' at the main menu, hold **RT** and quickly press **△**, **○**, **START**, **△**, **○**, **START**, **△**, **○** to unlock the 'Cheat' menu. Now enter one of the following codes.

Cheat	Code
Never get knocked off	TopBird
Hard tracks with normal AI	PmeterGo
All courses	Passport
All characters	AllChar
All wetsuits	LaPinata
Expert AI	AllOutAI
All ending FMV	Festival
Race against UFO in time trial	Ibelieve
Race against jet in time trial	F18
Time trial ghosts	SEADOO

SPLASHDOWN: RIDES GONE WILD

Unlock all warehouse items
Go to the 'Options' menu and press **△**.

Press to pause the game and then enter any of the following codes.

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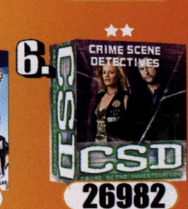
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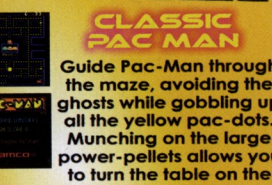
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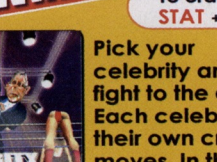


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Resident Evil 4
Rogue Leader
Simpsons: Hit & Run
The Return of the King
Ultimate Spider-Man
Zelda: Master Quest
Zelda: The Wind Waker
ZooCube
Plus Many More...

PS-ONE

Abe's Exoddus
Abe's Oddysee
Alex Ferguson Pl. Man.'02
Alone in the Dark 4
C-12 Final Resistance
Com. & Conq.: Red Alert
Digimon Digital Card Battle
Dino Crisis
Dino Crisis 2
Disney's Treasure Planet
Dracula The Last Sanctuary
Fear Effect: Retro Helix
Final Fantasy 7
Louvre: The Final Curse
Silent Hill
Soul Reaver
Spyro the Dragon
Syphon Filter
Tomb Raider
Tomb Raider 3
Tomb Raider 4: Last Rev.
WCW Mayhem
Yu-Gi-Oh! Forbidden Mem.
Plus Many More...

XBOX

Area 51
Baldur's Gate: Drk. Alliance
Batman Vengeance
Battlefield 2: Mod. Combat
Black
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Def Jam: Fight for NY
Doom III
Evil Dead: Fist. of Boomstick
Fable
Far Cry: Instincts
Far Cry: Instincts T.N. Chap.
Forza Motorsport
Genma Onimusha
Godfather
Grand Theft Auto 3
Grand Theft Auto: San An.
Grand Theft Auto: Vice City
Gun
H. Potter & Pris. of Azkaban
Halo 2
Headhunter: Redemption
Incredibles
Indiana Jones: Emp. Tomb
Juiced
Kingdom Und. Fire: Heroes
Lego Star Wars 2
Lord of the Rings: 3rd Age
Marc Ecco's Getting Up
Matrix: Path of Neo
Max Payne 2
Mercenaries: Pop Destruct.
Minority Report
Morrowind
Mortal Kombat: Deadly All.
Mortal Kombat: Shaolin M.
Need for Speed M. Wanted
Need for Speed: Undergr. 2
Oddworld: Stranger's Wr.
Outlaw Golf 2
Prince of Persia: W. Within
Punisher
Raw 2, WWE
Rocky Legends
Scarface: World is Yours*
Star Wars: Battlefront 2
Star Wars: Knights Old Rep.
Star Wars: KOTOR2 Sith L.
SWAT: Global Strike Team
Terminator 3: Redemption
The Sims 2
Tony Hawk's Undergr. 2
Tony Hawk's: Amer. Waste.
Plus Many More...

PSP

Ape Escape: On the Loose
Armoured Core: For. Front
ATV Off-Road Fury Blazin' T.
Battlefront 2 (Star Wars)
Blazin' Trails
Burnout Legends
Chaos Tower Coded Arms
Con
Crash Tag-Team Racing
Dark Resurrection (Tekken)
Darkstalkers Chronicle
Daxter
Dead to Rights: Reckoning
Death Jr.
Dragon Ball Z: S. Budokai
Dynasty Warriors
Essentials (Splinter Cell)
Everybody's Golf
Football Manager H'held
Grand Theft Auto: L.C.S.
Liberty City Stories
Medieval Resurrection
Metal Gear Acid 2
Need 4 Speed: M.W.5-1-0
SOCOM: Fireteam Bravo
Splinter Cell: Essentials
Tekken: Dark Resurrection
Tiger Woods PGA Tour 06
Tomb Raider: Legend
Tower of Purgatory
WRC: FIA World Rally Ch.
WWE Smackdown v Raw/06
Plus Many More...

PLAYSTATION 2

A = 01
Ace Combat 4: Shat. Skies
Ace Combat 5: Sq. Leader
Ace Combat Distant Thund.
Acivision Anthology
Aeon Flux
Aero Elite: Comb. Academy
Agassi Tennis Generation
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson Pl. Man.'02
Alex Ferguson's P. Manager
Alias
Alien Hominid
Aliens vs Predator: Extinct.
All Star Baseball 2002
All-Star Pro. Wrestling 2
Alone in the Dark 4
Alter Echo
America's 10 Most Wanted
American Pro Truck
Amplitude
Angel of Darkness
Ape Escape 2
Ape Escape 3
Ape Escape: Pumped & Pr.
Arc the Lad: Twilight of Sp.
Area 51
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Army Men: Sarge's War
Athens 2004
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Off-Road Fury 3
ATV Quad Racing 2
Auto Modellista
B = 02
Backyard Basketball
Backyard Wrestling
Backyard Wrestling 2
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Drk. Alliance
Bard's Tale
Bass Strike
Batman Begins
Battlefield 2: Mod. Combat
Beatdown: F. of Vengeance
Beyond Good and Evil
Big Mutha Truckers
Big Mutha Truckers 2
Black
Blade 2
BloodRayne 2
Broken Sword 3: S. Dragon
Brothers in Arms
Brothers in Arms: E.I. Blood
Buffy 2: Chaos Bleeds
Bulletproof (50 Cent)
Burnout 2 (Point of Impact)
C = 03
Call of Duty 2 Big Red One
Call of Duty: Finest Hour
Casper: Spirit Dimensions
Champions League 04/05
Chaos Legion
Chicken Little
Clock Tower 3
Cold Winter
Colin McRae Rally 3
Colosseum: Rd. to Freedom
Conflict: Global Storm
Conflict: Vietnam
Constantine
Crash B'oot: Wr. of Cortex
Crash Twinsanity
D = 04
Da Vinci Code
Darkwatch
Dead or Alive 2
Def Jam: Fight for NY
Defiance: Legacy of Kain
Delta Force: B. Hawk Down
Desert Storm
Desert Storm 2
Destroy All Humans
Deus-Ex
Devil May Cry
Devil May Cry 2
Devil May Cry 3
Digimon World 4
Dog's Life
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Dragon Ball Z: Budokai T.
Dragon Ball Z: Sagas
Dragon Quest VIII: JOTCK
Draken: Ancient Gates
DRIV3R
Driver: Parallel Lines
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 5
Dynasty Warriors 5 Xtr. Leg.
E = 05
Eden, Project
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist. of Boomstick
Evil Twin
F = 06
F1 2002
Fahrenheit
Fantastic 4
FIFA 07
FIFA 2006
FIFA Football 2005
FIFA Street 2
FIFA World Cup 2006
Fifty Cent: Bulletproof
Fight Club
Fight Night Round 3
Final Fantasy X
Final Fantasy X-2
Final Fight: Streetwise
Finding Nemo
Fire Blade
FlatOut
Forbidden Siren
Formula 1 2005
Frogger's Adv.: The Rescue
Full Spectrum Warrior
G = 07
G.I. Jockey
Galerians: Ash
Genji: Dawn of Samurai
Gelaway
Gelaway 2: Black Monday
Ghost Hunter
Ghost Master
Ghost Recon 2
Ghost Recon: Adv. Warf.
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
God of War
Godai: Elemental Force
Godfather
Goldeneye: Rogue Agent
Gran Turismo 3
Gran Turismo 4
Gran Turismo 4 Pro. Edition
Gran Turismo Concept
Grand Theft Auto 3
Grand Theft Auto: L.C.S.
Grand Theft Auto: San A.
Grand Theft Auto: V. City
Grandia 2
Guitar Hero
Gun
H = 08
H. Potter & Chamber of Sec.
H. Potter & Philosopher's St.
H. Potter & Pris. of Azkaban
H. Potter: Quidditch W. Cup
Haunting Ground
Haven: Call of the King
Headhunter
Headhunter: Redemption
Heroes of the Pacific
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hulk
Hunter: The Reck. Wayward
I = 09
I-Ninja
Incredibles
Indiana Jones: Emp. Tomb
J = 10
Jak & Daxter
Jak 2: Renegade
Jak 3
James Bond 007: Nightfire
James Bond: Agent U. Fire
Judge Dredd: D. vs Death
Juiced
Jurassic Park: Op. Genesis
K = 11
Kill.switch
Killzone
King Kong (Peter Jackson's)
Kingdom Hearts
Knight Rider
L = 12
L.A. Rush
Lara Croft T.Raider Legend
Legiaia: Duel Saga
Legends of Wrestling 3
Lego Star Wars 2
Lethal Skies 2
Liberty City Stories
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: 3rd Age
Lord of the Rings: R. of King
Lord of the Rings: T. Towers
M = 13
Mace Griffin Bounty Hunter
Madden NFL 2006
Mafia
Manhunt
Marc Ecco's Getting Up
Mark of Kri
Matrix: Path of Neo
Max Payne
Maximo
Medal of Honor Frontline
Medal of Honor: Euro. Ass.
Medal of Honor: R. Sun
Mercenaries: Pop Destruct.
Metal Gear Solid 3 S. Eater
Midnight Club
Midnight Club 2
Midnight Club 3: DE Remix
Midnight Club 3: DUB Ed.
Mike Tyson Boxing
Mission Impossible: Op. S.
Mortal Kombat: Deadly All.
Mortal Kombat: Deception
Mortal Kombat: Shaolin M.
MTX Mototrax
N = 14
Naval Op: Warship Gunner
NBA 2K6
NBA 2K6
NBA Ballers
NBA Live 2005
NBA Starting Five
Need for Speed: H. Pursuit 2
Need for Speed: Undergr.
Need for Speed: Undergr. 2
O = 15
Obscure
One Piece Grand Battle
Onimusha 3: Demon Siege
OO7 Agent Under Fire
Operation Winback
Outlaw Golf 2
Outlaw Tennis
Outlaw Volleyball Remixed
OutRun 2006: C. 2 Coast
P = 16
Pac-Man World 2
Pandora Tomorrow
Parallel Lines (Driver)
Path of Neo (The Matrix)
Peter Jackson's King Kong
Phantom Brave
Pinball Hall of Fame: T.G.C.
Playboy: The Mansion
Pool Master: Q-Ball
Powerpuff Girls R. Rampage
Predator: Concrete Jungle
Premier Manager 2002
Premier Manager 2003
Pride Fighting Champion.
Primal
Prince of Persia: 2 Thrones
Prince of Persia: S. of Time
Prince of Persia: W. Within
Prisoner of Azkaban
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Evolution Soccer 4
Pro Evolution Soccer 5
Pro Rally 2002
Project Eden
Project Snowblind
Project Zero
Project Zero 2
Pzmy: The Dark Unicorn
Psi-Ops: Mindgate Cons.
Psychonauts
Pump It Up: Exceed
Punisher
R = 18
Ratchet & Clank
Ratchet & Clank 2
Ratchet & Clank 3
Raw vs Smackdown 2006
Rayman 3
Red Dead Revolver
Red Faction
Res. Evil: Code Veronica X
Res. Evil: Outbreak File #2
Resident Evil 4
Resident Evil: Dead Aim
Resident Evil: Outbreak
Rise to Honor
Robot Wars
Robotech: Invasion
Rocky
Rom. of Three Kingdoms 7
S = 19
San Andreas, GTA
Scarface: World is Yours*
Scooby Doo: 100 Frights
Scorpion King
Second Sight
Secret W. Over Normandy
Shadow of Rome
Shadow of the Colossus
Shadowman 2
Shellshock Nam '67
Showdown: L. of Wrestling
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Silent Scope
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims 2
Sims in the City
Smackdown vs Raw 2006
Sniper Elite
SOCOM: US Navy Seals
Sonic Heroes
Sonic Mega Collection Plus
Soul Calibur 3
Soul Reaver 2
Spartan: Total Warrior
Sphinx & Cursed Mummy
Spider-Man: The Movie 2
Splinter Cell 2: Pandora T.
Splinter Cell 3: C. Theory
Spyro: A Hero's Tail
Spyro: Enter the Dragonfly
SSX 3
Star Trek: Shattered Univ.
Star Wars Episode III
Star Wars: Battlefront
Star Wars: Battlefront 2
Star Wars: Lego St. Wars 2
Star Wars: Lego Star Wars
State of Emergency 2
Stolen
Street Racing Syndicate
Stuntman
Suffering
Suffering: Ties That Bind
Summoner 2
Syberia
Syphon Filter: Omega St.
Tarzan Freeride
Teenage M. Ninja Turtles 2
Tekken 4
Tekken 5
Terminator 3 R. of Machines
Terminator 3: Redemption
The Da Vinci Code
The Godfather
The Matrix: Path of Neo
The Mummy Returns
The Punisher
The Return of the King
The Simpsons: Hit & Run
The Sims
The Sims 2
The Suffering: Ties T. Bind
The Thing
The Warriors
Theme Park World
This is Football 2004
Tiger Woods Golf 2001
Tiger Woods Golf 2004
Tiger Woods PGA Tour 06
Time Crisis 2
Time Crisis 3
TimeSplitters Future Perfect
TOCA Race Driver 3
Tom Clancy's Gh. Recon 2
Tom Clancy's Splinter Cell
Tom Clancy's P. Tomorrow
Tomb Raider: Angel of Drk.
Tomb Raider: Legend
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Undergr. 2
Total Club Manager 2004
Total Overdose
Tourist Trophy
True Crime: NYC
True Crime: Streets of LA
TT Superbikes
Turok, Evolution
Twenty-Four: The Game
Twin Calibre
Ty the Tasmanian Tiger 2
U = 21
Ultimate Spider-Man
Underworld: Eternal War
Urban Reign
V = 22
Vice City, Grand Theft Auto
Vietcong: Purple Haze
Virtua Tennis 2
Voyager Elite Force
W = 23
Warhammer: Fire Warrior
Warriors
Way of the Samurai 2
Wolfenstein, Ret. to Castle
World Cup 2006 (FIFA)
World Rally Champ. 2 Extr.
Worms 4: Mayhem
Worms Forts: Under Siege
WRC: World Rally Champ.
WWE Smackdown v Raw
WWE Smackdown vs Raw
X = 24
X-Files: Resist or Serve
X-Men Legends
X-Men Legends 2: R.O.A.
XIII (Thirteen)
Y = 25
Yu Yu Hakusho Feve
Yu-Gi-Oh! Duel M. 2
Yu-Gi-Oh! Duel. of
Yu-Gi-Oh! Cap. M. Vol.
Z = 26
Zapper
0-9 = 27
007 Agent Under Fire
007 Everything or Nothing
007 Nightfire
102 Dalmatians
13 (XIII)
18 Wheeler
187 Ride or Die
2002 FIFA World Cup
2006 FIFA World Cup
24: The Game
50 Cent: Bulletproof
7 Blades
7 Samurai 20XX
Plus Many More...



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